LAMENTATIONS of the FLAME PRINCESS

NEBULITH

炎の王女の嘆き奇妙なファンタジーロールプレイングゲーム

文：ザック・Sとアレックス・ホプソン

グラフィックデザイン：モリー・スキャンロン

絵：ザック・S

ZAK S.

WITH

ALEX HOPSON

DESIGN BY

MOLLY SCANLON

MARTIAL ARTS ABILITIES

K = KARATE MASTER CLASS
N = NINJA CLASS
P = PIRATE CLASS
S = SAMURAI CLASS
B = BASIC MOVES
C = CHUZAN-TI STYLE
H = HOKUZAN-TI STYLE
N = NANZAN-TI STYLE
T = TEMPLE STYLE
W = WHITE DEER DOJO STYLE

ASCENDING TECHNIQUE K
~Put an enemy at a disadvantage after a successful attack by an ally.
~see Karate Master Class on p. 52 for details

ADAPTING STYLE C
~Gain +2 to hit on your first attack with any improvised weapon due to surprise, yes you can just keep switching items each round and keep getting bonuses if you have a room full of junk.

BEAR STRIKE ~~~> B H N
~requires two hands
~foe is grappled around the torso and must roll twice and pick the lowest on every action in their next turn

BOLD SWASHBUCKLING P
~Attack first despite losing initiative, at a cost
~see Pirate Class on p. 58 for details

BONEBREAKER PALM N T
~D4HP + STR modifier and opponent must save or be knocked back ten feet and save or be only able to passively defend themself on their next action.*

BUSHI TACTICS S
~Grant an ally an extra action in combat.
~see Samurai Class on p. 62 for details

BUTTERFLY COLLECTOR W
~arrow does D4 but foe is pinned to wall, ground, floor, etc. if that's physically possible and must spend an action to escape

CANNY IMITATION P
~Imitate another creature's last action
~see Pirate Class on p. 58 for details

CHARGE ATTACK P
~Move fast and recklessly attack with advantages in combat
~see Pirate Class on p. 58 for details

DISARMING STRIKE N B C H N T
~D4HP+STR modifier damage plus save or foe loses their weapon*

DODGING STRIKE P B C H N T W
~If an opponent attacks and misses you in mêlée combat, you may immediately make a free, extra, mêlée attack on them, outside the normal initiative sequence

DROP STRIKE B C H N T W
~D4HP+STR modifier damage plus save or enemy falls prone or is knocked back 10 feet, attacker decides*

DRUNKEN MANTIS RIOT H T
~Up to 5 mêlée opponents within 10 feet must save or only passively defend themself on their next action.

ENTANGLING STRIKE B C H N T
~D4HP+STR modifier damage plus save or have a limb grabbed*

FLYING FANG W
~Shoot two arrows at once at up to two targets within half normal range or less. Roll once—treat each arrow as if it had just made that to-hit roll on its target). If you reroll Flying Fang when roll D100 for abilities, you can shoot more arrows at more targets, up to a max of 5. Cannot be combined with other techniques.

HALF-NIGHT TALON C T
~On a successful unarmed strike do 2HP damage and take one eye from a human-sized or smaller enemy*

HORNET SWARM W
~Shoot an extra arrow per round with a short bow. Unlike the Flying Fang, this can be combined with other techniques—Hunting Eye, Devil's Needle, etc.—though not the Flying Fang)—If you reroll this result, you can shoot more arrows at more targets, up to a max of 5.

HUNTING EYE W
~Taking a round to aim an arrow at a static target or one that does not know you are there grants a +5 to hit

LEAP STRIKE N B C H N T W
~D8HP+STR modifier damage and opponent is knocked prone or back 10 feet, the attacker cannot attack in the round after a leap strike unless they have more than one attack per round, in which case they have one less attack*

LIGHTNING STRIKE S
~Spend a round doing nothing, then attack with increased to-hit and damage
~see Samurai Class on p. 62 for details

LONE DAGGER STYLE N
~+1 AC while wielding only a dagger, plus a successful hit gives the option to pin an opponent to a wall, ground, floor etc.—they take only 2HP+STR modifier damage but must spend an action next round freeing themselves.
~Dagger does D4HP+1+STR modifier.

LUCKY STRIKE B C H N
~Pick a number 1-20, when your attack roll comes up as that number naturally on your to-hit roll in mêlée combat—even as a failure—the enemy must save or do one of the following things of your choice:
-fall prone,
-be disarmed,
-have a limb grabbed, or
-only be able to defend themself on their next action

**on a successful hit*

MONKEY WHEEL — H T

~Move up to 15' in any direction—including climbing—after delivering a mêlée attack, so long as you haven't moved more than 30' already that round.
~May be used to escape mêlée without attack.

NUNCHAKU STYLE — N

~D4HP+1+STR modifier damage plus target must save or can only passively defend themself on their next action.*

POISON EXPERTISE — C

~You learn to safely make and handle poisons granting an extra D4HP of damage to any bladed weapon you handle. The poisons may be manufactured at a rate of one dose per 400SP.
~If you reroll this result, the damage is D6HP and the cost is 600SP per dose, if you reroll again it's D8HP at 800SP, etc. up to a maximum of D20HP per dose at 20,000SP.
~This skill also allows you to harvest the organs of poisonous creatures encountered to re-use their poison after they are dead and use it one time.)
~Note that poison expertise does not count as a weapon style and must be rolled randomly to be acquired—the dojo will not teach a PC to use poison unless they are sure the character is ready.

ROPE DAGGER STYLE — C

~While wielding a rope dagger, a successful hit does D4+1+DEX modifier HP plus the opponent must save or have a limb entangled next round, plus a successful hit allows the attacker to pin an opponent as Twin Dagger style above.*

SAI STYLE — C

~While wielding a pair of sai, 4HP+1+STR modifier HP and anyone who makes a mêlée attack on you and misses must save or lose their weapon. Creatures attacking with natural weapons (claws, fangs, etc.) must save or lose the ability to attack with that weapon in the next round.*

SAN SETSU KON STYLE — N

~+1 AC and to grappling attacks while using the San Setsu Kon. D4HP+1+STR modifier plus you may hit up to three adjacent opponents in a round so long as they are within 5'—roll separate attack for each.

SCORPION TAIL KICK — H T

~Deliver an extra kick attack for D4+STR modifier at any opponent in range while attacking a different opponent with hand-held weapons or hands.
~The Scorpion Tail kick can also be delivered on anyone in range without penalty while grabbed, grappled, or prone.

SEEKING NEEDLE — N C T

~D4HP+STR modifier damage and take an extra point of damage from every hit target takes thereafter for the next hour

SEIZING HAND — B C H

~If an opponent attacks and misses you in mêlée combat, they must save or you can steal their weapon

SHATTER KICK — N T

~D4HP+STR modifier and opponent must save or an arm or leg—attacker's choice—is useless. It remains useless each round until the target does save.*

SHURIKEN TECHNIQUE — N

~Attack multiple targets and make targets easier to hit using shuriken.
~see Ninja Class on p. 56 for details

SPRINGING STRIKE — B C H N T

~While prone, roll to hit with no penalty—if you succeed you are no longer prone and have hit an opponent nearby for D4HP+STR modifier damage

STAFF STYLE — T

~+1 AC while wielding a staff. The staff does D4HP+STR modifier plus save or enemy falls prone.*

STUNNING STRIKE — B C H N T W

~D4HP+STR modifier damage plus target must save or can only passively defend themself on their next action*

TEKKO STYLE — C

~While wielding a pair of tekko, D4HP+1+STR modifier damage and you are +3 to hit.

TIGER GOUGE — H T

~D4HP+STR modifier damage and the target is blinded every round until they make a Constitution check vs a 15.*

TONFA STYLE — N

~+2 AC while wielding a pair of tonfa.
~The tonfa do D4HP+1+STR modifier.

TUMBLING CARP STYLE — W

~Move an extra 15' on your turn after shooting an arrow—including climbing—if the opponent was hit by surprise and you tumble into cover, they won't see you

TUMBLING SERPENT'S COIL — H T

~Simultaneously grab and pull an opponent prone on a successful hit roll. The attacker will end up on top of the target.

TWIN DAGGER STYLE — C

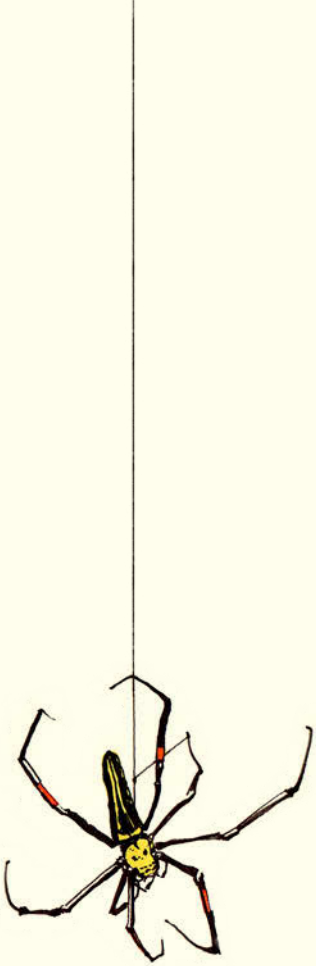
~While wielding two daggers, a successful hit from the first dagger allows for a second attack with the other, plus a successful hit gives the option to pin an opponent to a wall, ground, floor etc.—they take only 2HP+STR modifier damage but must spend an action next round freeing themselves.
~Each dagger does D4HP+1+STR modifier.
~If this is combined with Twin Strike, apply the Twin Strike rule first, then apply the Twin Dagger Style rule to any successful attack resulting.

TWIN STRIKE — N B C H N T

~D4HP+STR modifier damage to two adjacent opponents simultaneously. Roll once—if you hit the harder-to hit target, you hit both. If you fail, you hit neither

**on a successful hit*

NEBULITH



NEBULITH

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~Alex Hopson

This setting was written with many
assumptions about gameplay in mind,
and while you can use nearly any fantasy system
to run it, if you are not familiar with

Lamentations of the Flame Princess

or other old school fantasy RPGs,
then this is the most important one:

*this game assumes player characters
get experience points by getting treasure
and defeating dangerous enemies.*

While players or Referees may invent other
motives, this setting does not provide any extra
motivation for the players beyond that.

The second most important assumption is that:

*this is primarily a sandbox setting—
it does not focus on forcing any
particular plot on the players.*

This is a place for Referees and players
to create stories, not a particular story in itself.

Adventures are for you to devise,
using the elements here however you want.

TABLE OF CONTENTS

MARTIAL ARTS ABILITIES ..... INSIDE FRONT
ALEX'S INTRODUCTION 4
ZAK'S INTRODUCTION 5
STORY 6
OVERVIEW ~*map* 10
WELCOME TO NEBULITH! 12

WHERE IS AWA NIKKO & WHAT'S IT LIKE? INTERSECTING CULTURES 14
ORIENTATION 16
WHAT'S IN THE NEBULITH? 18
KNOWN FEATURES OF THE NEBULITH 20

OTHER IMPORTANT IDEAS IN AWA NIKKO 22
CLIMATE & GEOGRAPHY
CLOUDSCRAPING
FACTIONS 24
FEMALE WARRIORS & GENDER ROLES
GOOD & EVIL 25
LANGUAGES 26
MAINLAND *vs* DAIMYO
MAINLAND *vs* ISLANDERS
MARTIAL ARTS 28
MARTIAL ARTS WEAPONS 29
NPC ABILITIES 30
OLD SCHOOL
POWER LEVELS
SAMURAI & NINJA PATRONS & CLANS
SHIPS 31
STANDARD CLASSES
YOKAI, SPIRITS, GHOSTS, & OTHER MONSTERS 32
YUTA, NORO, & CLERICS 33

THE PEOPLE OF AWA NIKKO 34
DAY TO DAY LIFE IN AWA NIKKO 37

THE IMMORTALITY OF AWA NIKKANS 40

SPECIAL RULES FOR ADVENTURING ON AWA NIKKO 42
ARMOR
CLOSE QUARTERS
DISGUISE 44
DUELING
EQUIPMENT & MONEY 46
FIGHTING & COMBAT 47
HEALING
MOVING AROUND THE NEBULITH 48
SAILING 49

PLAYER CHARACTER CLASSES 50
KARATE MASTER 52
KIJIMUNA HUNTER 54
NINJA 56
PIRATE 58
SAMURAI 62
YUTA 66
SPELL LIST 69

BESTIARY 70
BESTIARY TABLE OF CONTENTS 72
SUBCREATURES OF THE LOWER DEPTHS 73
BEASTS OF THE CENTRAL NEBULITH 78
DWELLERS IN THE UPPER REACH 82
JUNGLE HAZARDS 88
DANGERS OF THE AWA NIKKAN COAST 98
HUMAN DENIZENS OF AWA NIKKO 106
MONSTERS FROM OTHER BOOKS 115

A TYPICAL CLOUDSCRAPE 116

LANDMARKS IN AWA NIKKO & NOTABLE PERSONAGES & ITEMS THEREIN 120
HEX CONTENTS & MOVEMENT ACROSS THE ISLAND ~*maps* 122
THE COLLAR 130
NANZAN-TI CASTLE 144
KING SHISHO 146
QUEEN UKIYABA
LADY MIYOKO 147
ZAKIMI CASTLE 148
LORD FALLING WAVE 149
CHIRU-GWA 150
DOJOS & THEIR MASTERS 152
BASIC MOVES 154
MARTIAL ARTS WEAPONS
SPECIAL MOVES
BADASS DISABILITY RULE 156
TEMPLE STYLE 157
CHUZAN-TI DOJO 158
HOKUZAN-TI DOJO 160
NANZAN-TI DOJO 162
WHITE DEER DOJO 164
CRYPT OF THE DOZEN KINGS 166
LOST TOAD TEMPLE & THE MASK OF MARU 172
WHITE JADE TEMPLE 174
THE DRAGON CAVE 176
DEATH & THE BLUE JADE PAVILION 178
THE BLACK HIBISCUS SCROLL & THE TEN THOUSAND DEMON HAND 184
DRUMS OF THE FANG EMPEROR 186
WHO WANTS WHAT IN AWA NIKKO? 188
DESTROYING THE NEBULITH 189

DUNGEONS IN THE NEBULITH 190
DEMON BATTLE IN THE LOWER DEPTHS 192
DOMAIN OF THE BLOOD-RED ONI 193
THE ROYAL HOSTAGES 194
LOST IN THE CRYPTS 195
BENEATH THE BLUE JADE PAVILION 196

NEW SPELLS 198
SUMMON SPIRIT 204

FURTHER READING & WATCHING 212
ALEX'S LIST 213
ZAK'S LIST 216

RANDOM TABLES 218
ADVENTURE HOOKS
REASONS TO GO TO AWA NIKKO 220
REASONS TO GO TO THE NEBULITH 221
SHORT NOTICE 222
ASSIGNMENTS 224
BEAST OF NOTE AVAILABLE AT THE MARKET TODAY 228
BODY SEARCH TABLE 229
BOOK, SCROLLS & TEXTS—WHAT LANGUAGE ARE THEY IN? 27, 229
BRAWL KNOCKBACK TABLE
FOR BAR / TAVERN FIGHTS 229
COLLAR CAROUSING IN THE COLLAR 230
COLLAR—OBSTACLES WHILE BEING CHASED THROUGH THE COLLAR 232
COLLAR—RANDOM COLLAR STRUCTURE 233
COLLAR CITY COLLOQUIALISMS 26, 233
DOGS AVAILABLE TODAY TABLE 234
DUELING INJURIES 46, 235
ENCOUNTERS ~*foldout*
CIVILIAN 236
COAST 237
COLLAR 238
JUNGLE 240
CENTRAL NEBULITH 242
THE LOWER DEPTHS 244
UPPER REACH 245
FUNGI—RANDOM MAGIC EFFECTS
HEX CONTENTS—COAST *or* JUNGLE 246
HOME SECURITY MEASURES 247
NAMES—COMMON AWA-NIKKAN NAMES 36, 247
NAMES—MARTIAL ARTS MOVES 248
NAMES & OCCUPATIONS FOR NPCS 250
NEBULITH ADVENTURE AREAS
CENTRAL NEBULITH
THE LOWER DEPTHS
UPPER REACH 252
NEBULITH OBSTACLES & ODDITIES 254
NEBULITH POOLS 258
NEBULITH SCRAPE REPORTS 259
NEBULITH SMELLS
NEBULITH SOUNDS 260
NEBULITH TUNNELS 261
SETTLEMENT TABLES—
ALCOHOL SERVED
ATTITUDE TOWARD OUTSIDERS
NOTABLE LOCALS
MAIN OCCUPATION
SPECIAL INFORMATION *or* RUMOR
ONLY THE VILLAGERS HERE HAVE
STANDARD TAVERN & INN FARE 262
TEA HOUSE FARE
UNUSUAL FEATURE 263
SOME NPC CLOUDSCRAPERS 264
SOME SPIRITS ON AWA NIKKO 274
TRAINING TABLES 276
TREASURE TABLE D1000
KEYS
DRUGS 282
MISCELLANEOUS MINOR ITEMS 286
POTIONS 288
RARE TEXTS 290
MAGIC WEAPONS & ARMOR 294
MISCELLANEOUS MAGIC ITEMS 296
AWA NIKKO PRICE LIST ..... INSIDE BACK

ALEX'S INTRODUCTION

The setting is a love letter to Okinawa, the island where I grew-up beginning in 1978 as a pre-schooler and continuing to graduation from high school, summer breaks during my university and law school days, and every year since to visit my wife's Okinawan family. I moved to the island about 10 years ago to work in her family's restaurant to help preserve the indigenous cuisine and a dying local culture.

For this setting, I pulled from almost every source available to me: Histories and folklores of various groups on the main and outer islands of the Ryukyu chain, mainland Japan, China's Fujian Province, Taiwan, Hong Kong, my gaming groups which are, depending upon the group, local Okinawan, Japanese, American and European expat gamers, my experience as a TTRPG player and game master, my experience as an attorney, my experience in researching and preserving ancient local foods (including poison seasnake), my 89 year old Okinawan mother-in-law, Japanese college professors, linguists, calligraphers, local karate and kung fu masters, dieticians, folklorists, traditional hajichi tattoo artists, and, lastly, my dear wife. I originally conceived a "Japan Only" release, but decided to open it up to all, thus this English version.

The impetus for the setting and theme came to me after reading a 2016 article discussing how archaeologists working deep within an Okinawan cave unearthed a Roman coin dating to approximately the 4th century A.D. What in God's (Yaweh's, Buddha's, Allah's, or your deity of choice's) name was a Roman coin doing buried on the far side of the world on a tiny Pacific island, deep inside a cave!?! There are countless theories, but I romanticized (pun intended) that some Roman envoys had navigated all the way out here as explorers, traders, conquerors, seekers of treasure or enlightenment—or all of the above.

But what must foreign eyes have glimpsed of this subtropical island in those times? I pulled a few books and websites concerning the island's history and found that in those days the island suffered quite a bit from volcanic activity. In fact, the whole island chain was believed formed from extinct underwater volcanoes in prehistory. But those fault lines and resultant volcanoes are not really extinct, we still suffer through a number of significant earthquakes and active eruptions on the outer islands, as well as from the effects of new underwater volcano formation every year.

Fantastically and rhetorically speaking, what if someone or "someones" could magically and shamanically stop a volcanic eruption? What form of magic in the current gaming-world canon could do that?? ...and who would be powerful enough to wield it? And, what if that magic wasn't quite perfect? E.g. a ritual's timing was off by only a few seconds or minutes? The idea of the "Nebulith" was thus conceived: a plume of volcanic ash turned to stone, mid-eruption containing creatures from above, the living (and dead!) on the surface that were thrust skyward, and foul creatures from the deep that need now only climb the walls of the cavity created. A billowing, vertical giga-dungeon that touches the sky.

The Nebulith is a mistake borne of magic and good intentions that has created a physical, philosophical and metaphorical tendril between the heavens and hells of this world and all that lies in between. A tangible, bi-directional ladder that may be traversed by humanoids, beasts, demons, gods and goddesses. It has the nebulous texture, color swirls, and dream-state qualities of a solidified cloud and the inhabitants to match.

The Nebulith is set against the backdrop of the island that I love and which:

~is the birthplace of karate;

~is an intersecting port of ancient Japanese, Chinese, Filipino, Indonesian, Korean (and possibly Roman!:-)) trade, settlements, culture, art, cuisine, folklore, and ideas that have functioned to produce a wholly new and unique culture that is hybridized yet simultaneously wholly individual and original;

~mysteriously houses the longest lifespans of any human population in the world;

~and, has one of the worlds few primordial religions still in existence.

I imagined a dreamy, island, love-poem as a canvas, but it was far from a playable, table-top role-playing game. To make it into something that could be enjoyed by those outside of my private in-Japan gaming sessions, I enlisted industry heavy-weight Zak S. I'm a black, middle aged fanboy of almost all his previous works in the Old School Renaissance and watching him actually create a game from the ground up was something I was in awe of at almost every iteration and taking copious notes!! (Yet I know in reality I will never be able to fully recreate anything close.) Zak made the Nebulith a game... period. Full-stop. He produced the crunchy bits, made the new karate fighting mechanics, designed amazing dungeons, character classes, encounters, and pumped out more badass tables than I can count, he filled in gaps, and rendered the art that conveyed the emotions that I wanted to convey.

Zak breathed life and swagger into almost every aspect of what lies between these covers. He remixed what I had into something metal, something hip-hop, something cool. I'm eternally grateful and indebted to him for that and for "gamifying" my vision.

This game is as much Zak's as it is mine.

Besides the fantastical Nebulith itself there is a whole island to explore with mysterious characters, philosophical conundrums, bizarre encounters, 1000-year-old temples built atop 1000-year-older temples, political drama, pirate-infested coastlines and new bad-ass, martial arts fighting with weapons and leveling mechanics.

Compiled with **Lamentations of the Flame Princess** in mind, it can easily be converted to any Old School fantasy role-playing setting. Campaign or one-shot, bring your existing characters and weapons by boat to the Nebulith or roll up new ones local to the island chain.

Nebulith is a fantasy game and so by very definition will deviate from real life, but in so far as concepts, items, institutions, economies, religion, arts, flora, fauna, and peoples are concerned, the starting platform is correct to the best-known research and / or my abilities in interpreting multiple accounts of multiple versions of the aforementioned. We have taken artistic and creative license to varying degrees with each from that historical base.

~Boonie Dog / AH

ZAK'S INTRODUCTION

If I'm alive while you're reading this, Alex is very much one of the reasons, so the least I could do is try to make the Nebulith the best place to play a game that I could. Having grown up in a samurai-movie-watching household, I was excited to help out.

However, though my dad majored in Chinese literature and my sister lived and worked in Japan for many years, I myself brought nothing to this project in terms of historical authenticity beyond a month of couch-surfing in Tokyo and a typical gamer's enthusiasm for learning about katanas and all things katana-adjacent.

So, though all the pictures and most of the words you're about to read are mine, the biggest ideas in this book are either from Alex or Okinawa itself.

I took what they gave me and tried to make it exciting and fun to play—let us know how we did!

~ZS

Long ago all the Yuta of Awa Nikko gathered on The Fanged Mountain and spoke to the moon

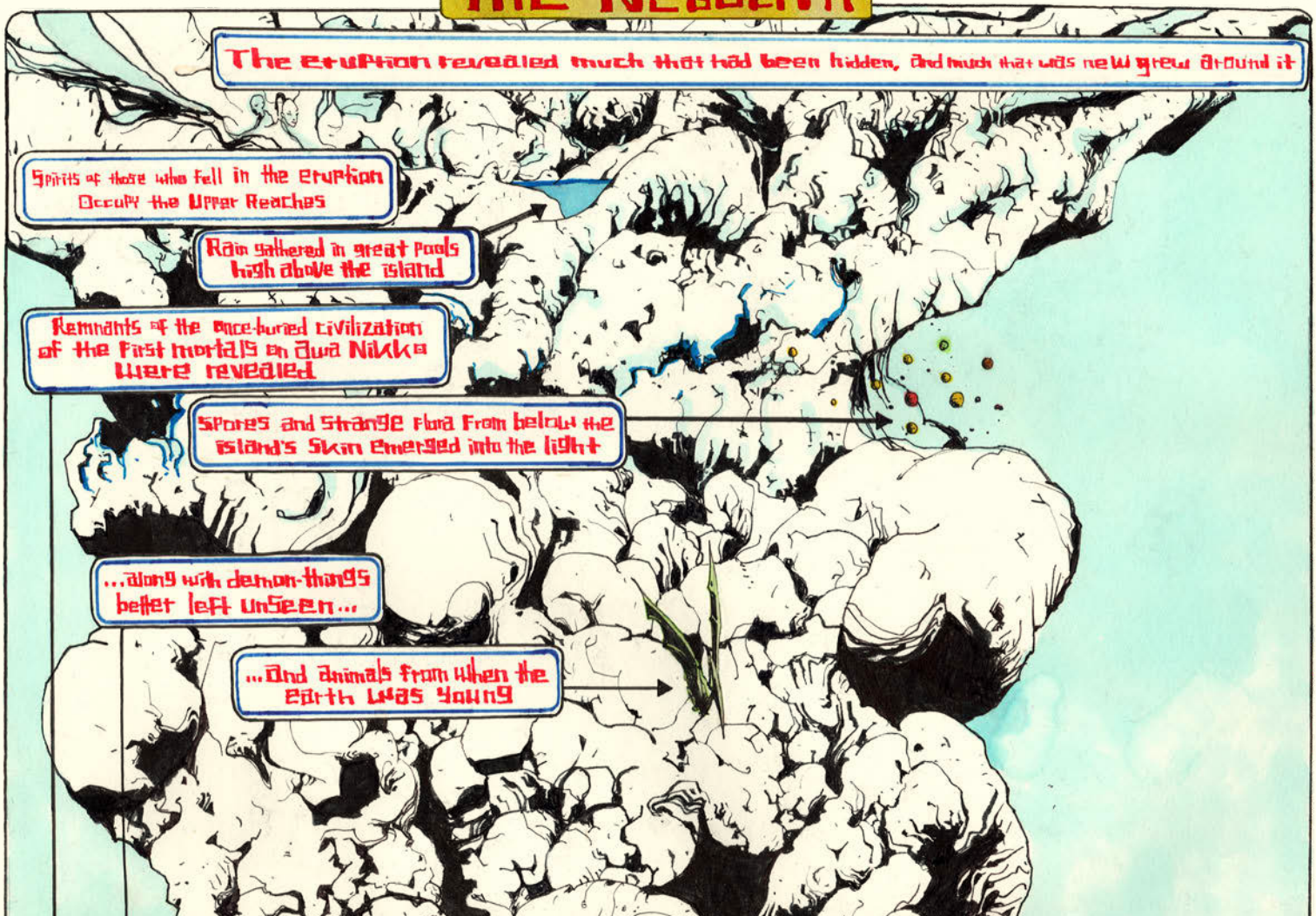
The moon, charmed by their attention and drunk on offerings of Plum Wine told them the rumor She Knew – the earth spirits beneath the island were in revolt tired of animals, women and men crawling on their backs – Soon the very mountain would erupt, showering the People of Awa Nikko in ash and putting an end to lives untold

The Yuta went to work to save the island and its People. They consulted every spirit of undoing.

But the spirits below were too fearsome and too fast

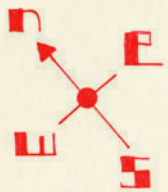
Yet in their final moments the Yuta still managed to chant the magic of conclusion
A great cloud arose from the crater in Awa Nikko's heart
And their magic held and hardened it
Where it remains to this day, a great Nebulith of suspended ash and solid steam

The Nebulith



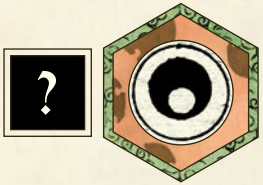
adventurers come to Auwa Nikka seeking wonders and treasures
...in the pale halls carved in cloud by generations past
goblins and other agents of mischief took up residence high on the slopes
The people of Auwa Nikka learn to live in the Nebulith's shadow
building a wall to keep themselves safe from the creatures and treasure-hunting bands within...
...including those who seek the island's greatest secret: the citizens of Auwa Nikka seem to live forever

O V E R V I E W



TEMPLE OF UMEBOSHI *Salted Plums*
A MEETING PLACE FOR THE YUTA, BUILT INTO A CLIFF.

TEMPLE OF TORN BLOSSOMS
ONE OF THE MOST SCENIC OF LOCAL TEMPLES, A PLACE OF GENEROSITY AND MERCY, WHERE CLERICS WILL HEAL TRAVELERS FOR A REASONABLE DONATION.



HOKUZAN-TI DOJO*
VILLAGERS FLOCK FROM MILES AROUND TO LEARN TO DEFEND THEMSELVES IN WHAT ONCE WAS A GREAT CASTLE.

LOST TOAD TEMPLE*
A CURSED BUT ONCE-PEACEFUL PLACE, THE WORSHIPPERS ARE GONE BUT A COLONY OF GIANT CARNIVOROUS TOADS REMAINS. RUMORED HOME OF THE MASK OF MARU.

VILLAGE OF FOUR BRIDGES
KNOWN FOR ITS STONE ARENA, WHERE VILLAGERS GAMBLE ON BATTLES BETWEEN CAPTURED JUNGLE CREATURES.

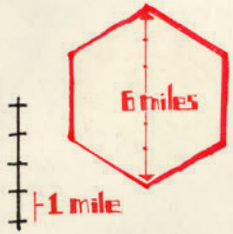
THE EAGLE'S EGG
MOST PROMINENT OF THE BIZARRE ROCK FORMATIONS THAT DOT THE AWA NIKKAN COAST, CONSIDERED A SACRED PLACE BY THE YUTA AND A HOME TO SEA SPIRITS.

WHITE JADE TEMPLE*
A BEAUTIFUL BUT SECRETIVE TEMPLE, WHERE THE CLERICS ARE SAID TO WORSHIP DARK GODS.

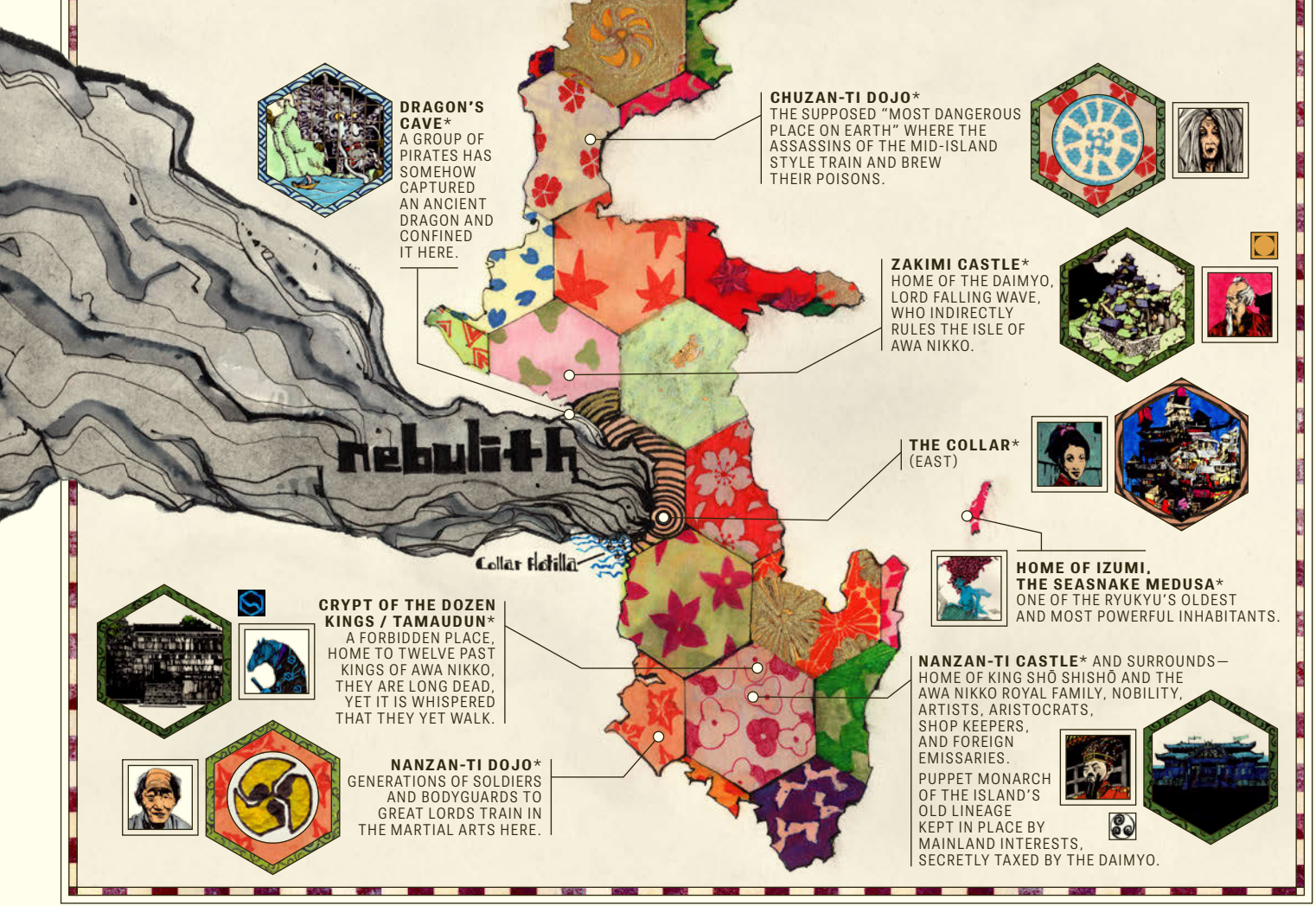
IRON CRAG CASTLE
MASSIVE RUINS OF THE HOME OF A NOW-FORGOTTEN LORD, ITS CORRIDORS AND PARTIAL WALLS HOUSE A SERIES OF BRACKISH POOLS.

DOJO OF THE WHITE DEER*
FORMERLY A BULLFIGHTING ARENA, NOW HOME TO SCHOOL OF ARCHERY FOR WOMEN.

TOWN OF SCARRED SLOPE
THE LARGEST INLAND TOWN ON THE ISLAND, A GOOD PLACE TO FIND SUPPLIES, PROVISIONS, AND HIRELINGS.



A W A N I K K O



*areas marked with a * have their own section elsewhere in this book*

WELCOME TO THE NEBULITH!

Nebulith is an Old-School Renaissance (OSR) tabletop role-playing fantasy game setting based upon the fantastic occurrence of a sea-level, volcanic explosion magically paused in place and turned into stone mid-eruption. The resulting gargantuan tower of billowing stone is the Nebulith. The island on which it occurred is loosely rooted in the history of the subtropical Ryukyu island chain of Southern Japan.

The eruption occurred sometime long ago, but the mysterious properties of the Nebulith combined with non-existent or untranslatable island records have made exact dating an exercise in futility. Oral histories of neighboring islands say the eruption occurred in the generation of the Ox, but which cycle of the Ox is unknown. Modern timescales do not translate beyond the mists of the islands' surrounding azure waters. The looming, 8-mile high, asymmetrical cloud-rock—the Nebulith—may be considered a wonder of the known world, though few have actually seen it in person.

The stats here are written for the **Lamentations of the Flame Princess** Weird Fantasy Role Playing Game, which is compatible with most other versions of early fantasy RPGs and their modern equivalents. If you've never played, Armor Class starts at 12 and goes up from there, and things are bought with silver pieces instead of gold. The specific **LotFP** ruleset is available in an art-free version free online.

THIS SETTING INCLUDES:

~New martial arts mechanics

~New weapons

~New spells, items, and magic

~New character classes

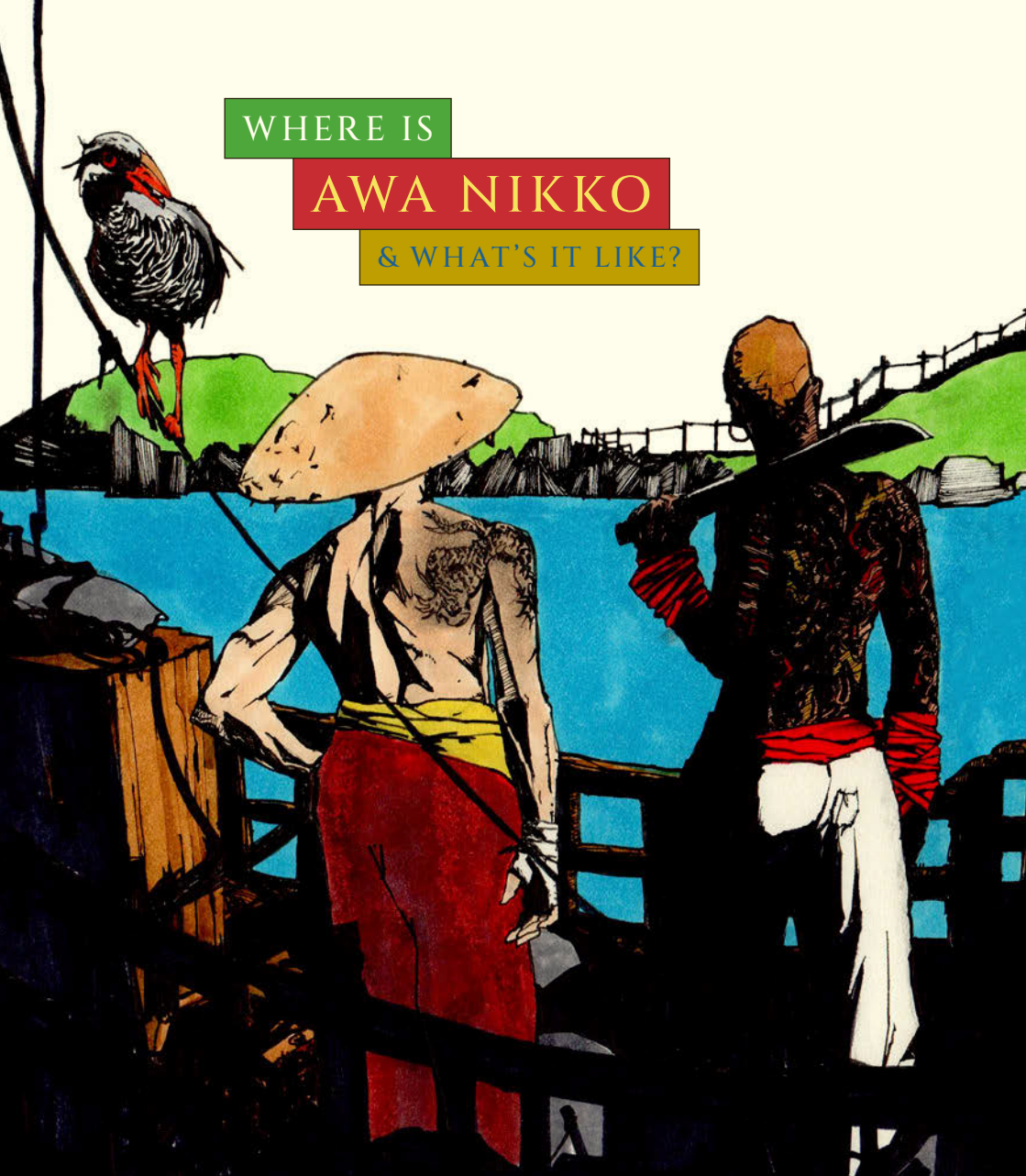
~A complete new bestiary of island and Nebulith-based foes

~Random tables to generate your own adventures based upon the setting

~An 8 mile high, 6 mile wide, vertical giga-dungeon

~A whole mysterious island to explore

WHERE IS AWA NIKKO & WHAT'S IT LIKE?



INTERSECTING CULTURES

The central Ryukyu island of Awa Nikko sits within a chain of fifty-five other tropical islands in an ocean current known as Kuroshio (The Black Stream) which travels north up the chain from Southern Asia and past Awa Nikko a few hundred miles to mainland Japan before swirling off to Korea and then to China—which is a few hundred miles west.

KOREA
JAPAN
CHINA
YOU ARE HERE

The largest two islands in the Ryukyu Chain are Okinawa—where one of the authors of this book lives and works in one of the world's only poison-seasnake restaurants—and the identically-sized and -shaped island of Awa Nikko itself, which no longer appears on maps or in history books. If you are using the canonical **Lamentations of the Flame Princess** 1600s-plus-disturbing-trouble setting then you can place Awa Nikko there in the Ryukyus and assume something awful happened to erase it from our present-day consciousness. If you are not using that setting, then drop Awa Nikko somewhere in the sea—near where you keep the ninjas.

The relationship between the Ryukyus and mainland Japan is colonial. A daimyo, Lord Falling Wave, has been given Awa Nikko to rule by the Shogunate in Edo (modern-day Tokyo). An Awa Nikkan puppet king—King Shō Shishō—has been allowed to remain, to promote social order and soften opposition to outside rule. This has all been going on long enough that Awa Nikko is increasingly a hybrid society.

In addition, Awa Nikko's position on the Black Stream transformed it into a bustling trade-hub between Northeast and Southeast Asian cultures long before the Nebulith was cast into existence. PCs in Awa Nikko can expect to find not only visitors but food, weapons, architectural details and religious ideas from all over the islands and East Asia.

ORIENTATION

Nebulith may be dropped into existing campaigns as a wondrous island destination, or as a mysterious attraction seen on a distant ocean horizon, suitable for exploration by existing characters and classes of any level. Alternatively, players may create new characters, local to the island chain, and, should they survive, these characters may be taken out of the islands to other lands, adventures, and campaigns.

Players native to the setting can be Ninja, Pirates, Samurai, a kind of semi-feral jungle elf called a Kijimuna, a primordial island sorceress known as a Yuta, a Karate Master trained in the dojos where the art originated, or any of the other standard fantasy classes.

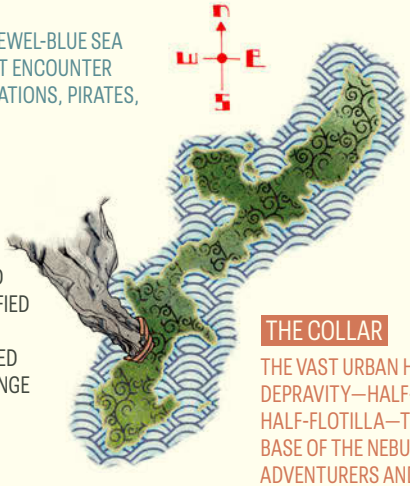
Most adventures on Awa Nikko will take place in one of four basic areas:

THE COAST

THE SHORES OF THE JEWEL-BLUE SEA WHERE PARTIES MIGHT ENCOUNTER STRANGE ROCK FORMATIONS, PIRATES, AND SEA MONSTERS.

THE JUNGLE

THE DAMP, MOUNTAINOUS TANGLE OF VINE AND BANYAN WHICH BLANKETS MOST OF THE ISLAND AND HIDES THE MAJORITY OF ITS VILLAGES, RUINS, CREATURES, AND SECRETS.



THE NEBULITH

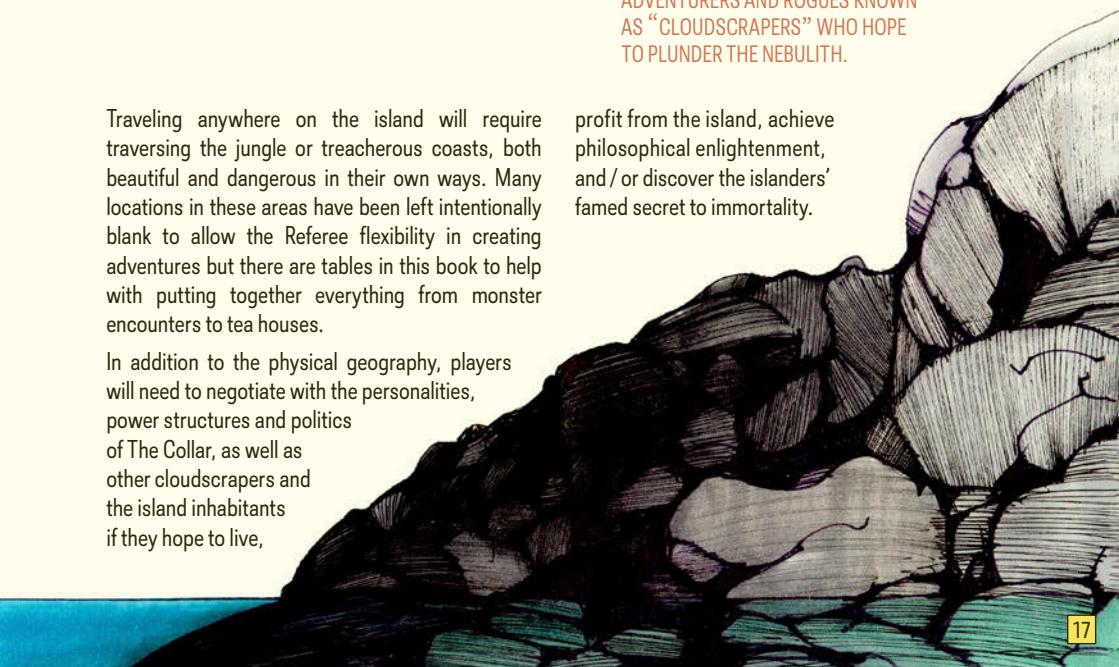
THE COLUMN OF ASH AND STEAM THAT HAS SOLIDIFIED INTO A KIND OF VERTICAL GIGADUNGEON, COLONIZED BY ALL MANNER OF STRANGE CREATURES AND MICROCIVILIZATIONS.

THE COLLAR

THE VAST URBAN HIVE OF FILTH AND DEPRAVITY—HALF-SHANTY-TOWN-HALF-FLOTILLA—THAT SURROUNDS THE BASE OF THE NEBULITH AND ATTRACTS ADVENTURERS AND ROGUES KNOWN AS "CLOUDSCRAPERS" WHO HOPE TO PLUNDER THE NEBULITH.

Traveling anywhere on the island will require traversing the jungle or treacherous coasts, both beautiful and dangerous in their own ways. Many locations in these areas have been left intentionally blank to allow the Referee flexibility in creating adventures but there are tables in this book to help with putting together everything from monster encounters to tea houses.

In addition to the physical geography, players will need to negotiate with the personalities, power structures and politics of The Collar, as well as other cloudscrapers and the island inhabitants if they hope to live, profit from the island, achieve philosophical enlightenment, and / or discover the islanders' famed secret to immortality.



WHAT'S IN THE NEBULITH?

Since the visible column of the Nebulith is eight miles high without even counting the parts that go down into the earth or up into the clouds, mapping the entire thing would be a project on the order of mapping every room in Manhattan—no campaign is going to need all those rooms.

The Nebulith is yours to fill, but here's some guidance:

The Nebulith contains cavern-like sections, recently-created constructions, and rooms carved by architect-cultures long-vanished. It has internal hot springs, lava tubes, stalactites and stalagmites, pit traps, temples, shrines, traps, throne rooms, doors, floors, puzzles, improvised tripwires, ancient treasure-hoards, and untouched geomantic phenomena unseen for centuries. On a clear day, the Nebulith can be seen from approximately 250 miles away.

The Lower Depths are a hellscape dominated by demons who frolic among the geothermal vents and the remains of the Lost Humanoid civilization, the more-explored Central Nebulith is home to many lifeforms, the most organized of which are the tengu—flying goblins, and the barely-knowable cloud-stones of the Upper Reach are where the most powerful and esoteric entities contend.

UPPER REACH

A STRANGE PLACE CLOSE TO THE REALM OF THE GODS, WHERE TIME AND SPACE LOSE THEIR MEANING.

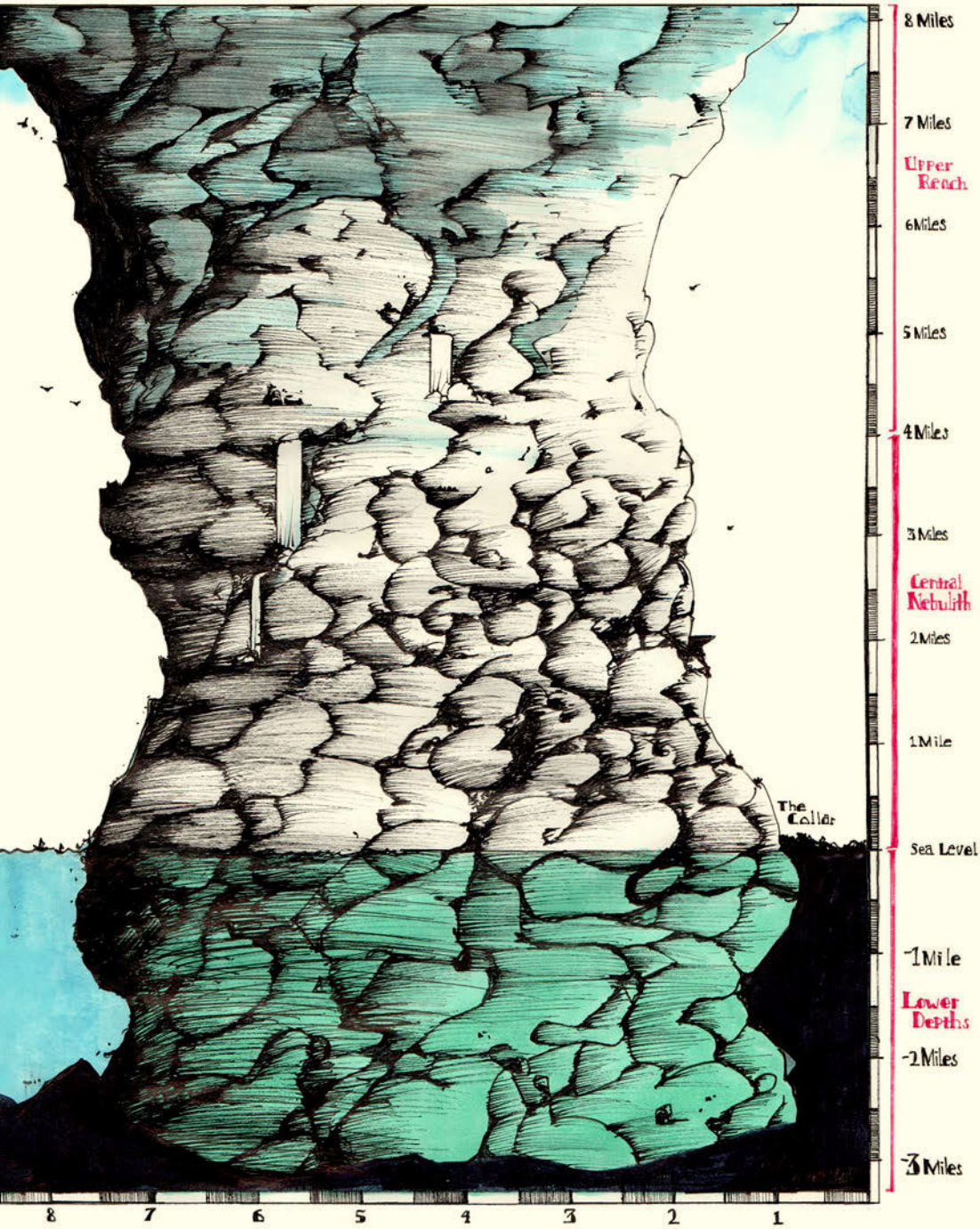
CENTRAL NEBULITH

THE LARGEST AND MOST ACCESSIBLE AREA OF THE NEBULITH, INFESTED WITH TENGU GOBLINS AND EXOTIC CAVE CREATURES.

LOWER DEPTHS

THE AREAS BELOW SEA-LEVEL WHERE STRANGE DEMONS CONTEND AMONG SULPHUROUS POOLS AND THE REMAINS OF THE FIRST CIVILIZATION ON AWA NIKKO STILL CLINGS TO A HALF-LIFE.

There are many details to follow, but simply know for now that if it can be in a dungeon, it can be in the Nebulith.


8 Miles
7 Miles
Upper Reach
6 Miles
5 Miles
4 Miles
3 Miles
Central Nebulith
2 Miles
1 Mile
The Collar
Sea Level
-1 Mile
Lower Depths
-2 Miles
-3 Miles
8
7
6
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3
2
1

KNOWN FEATURES OF THE NEBULITH

1 MOST KNOWN ENTRANCES FROM THE COLLAR

2 ENTRANCE FROM BENEATH ZAKIMI CASTLE

3 KNOWN UNDERWATER ENTRANCES

4 ENTRANCE NEAR KUBASAKI DRAGON CAVE

5 DEMON BATTLE IN THE LOWER DEPTHS
~see p. 192

6 BLIND MUNUSHIRI / KNOWER OF THINGS
~This old sage can sense occurrences anywhere within the Nebulith by placing his bare hands on the cloud rock and sensing vibrations. By looking out over the ocean thru the eye of a giant sea snake hung from his cavemouth, he may see major movements over the horizon, seven days into the future in whichever direction he looks including approaching ships, typhoons, plagues, migrating ocean beasts, and dragons.

7 UEHARA'S LIBRARY OF STRATEGIES
~A brilliant military officer and master of all dojo styles, Master Uehara will advise which scroll to read on how to fight any foe or army on Awa Nikko and beyond.

8 TENGU CITY

9 CELESTIAL LANTERN LIGHTS OCCASIONALLY PUNCTURE THE NIGHT SKY FROM HERE

10 APPROXIMATE FREEZING AND OXYGEN DEPLETION LEVEL ON THE EXTERIOR OF THE NEBULITH.

NOTE *The interior of the Nebulith and the High Lake never freeze.*

11 DISTORTIONS IN TIME AND SPACE MAY BEGIN TO OCCUR

12 MIASMA HOLLOWS
~Large cavern in lower Nebulith where 8 waterfalls crash into the noxious red lava upwelling from the abyss. Cooled lava creates a stalagmited field of separate plateaued pinnacles. A roiling and omnipresent steam occupies this foul red cavern and the surrounding tunnels.

13 LARGE CONCENTRATION OF LOST CIVILIZATION RUINS

14 AN OLD GRAVEYARD, RECENTLY DISCOVERED IN THE UPPER NEBULITH

15 A TURTLEBACK TOMB CARVED OF A ROCK NOT OF THE NEBULITH.

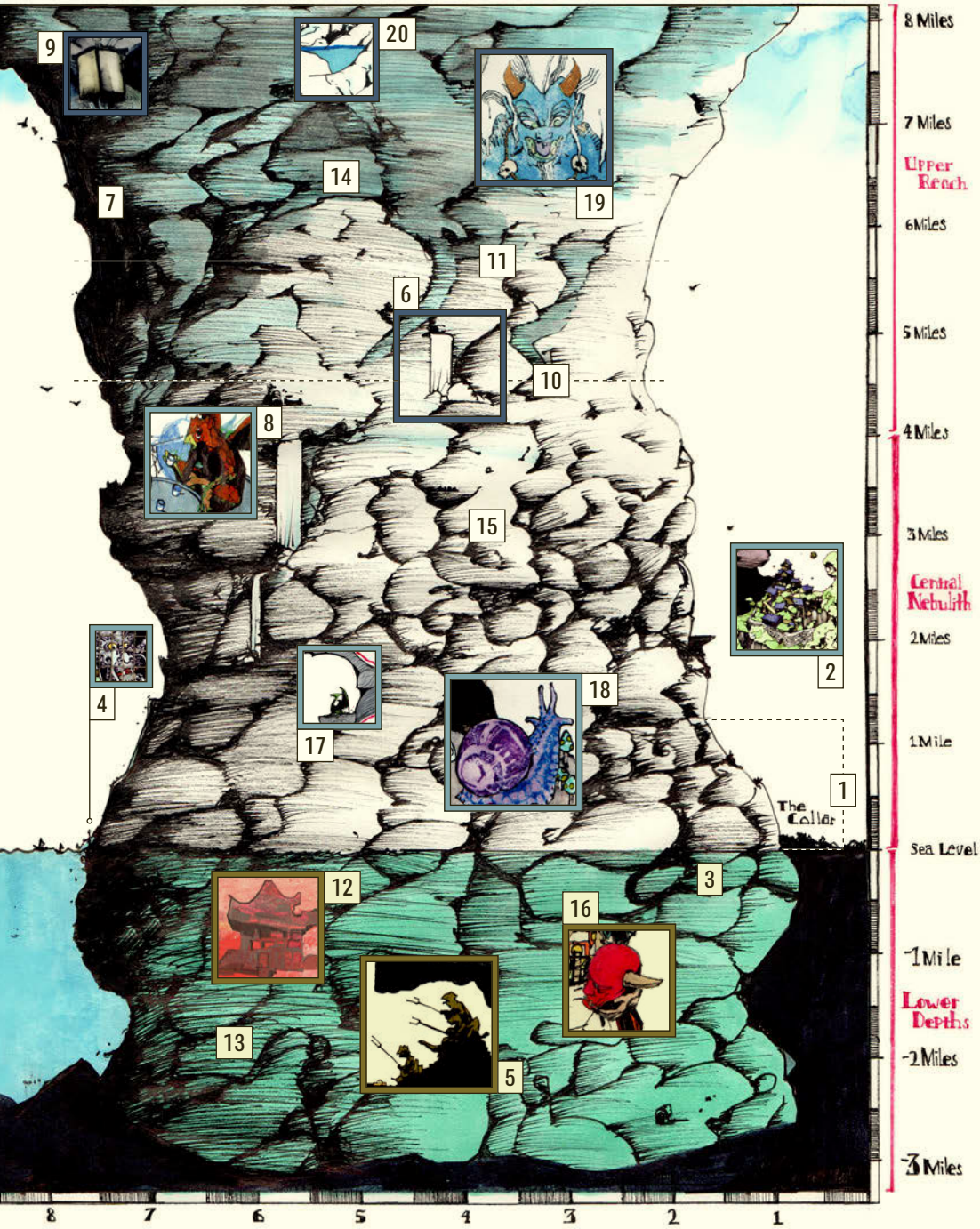
16 DOMAIN OF THE BLOOD-RED ONI
~see p. 193

17 THE ROYAL HOSTAGES *~see p. 194*

18 LOST IN THE CRYPTS *~see p. 198*

19 BENEATH THE BLUE JADE PAVILION
~see p. 196

20 HIGH LAKE AND MONASTERY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The Collar
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8 Miles
7 Miles
Upper Reach
6 Miles
5 Miles
4 Miles
3 Miles
Central Nebulith
2 Miles
1 Mile
Sea Level
-1 Mile
Lower Depths
-2 Miles
-3 Miles
8
7
6
5
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3
2
1

OTHER IMPORTANT IDEAS IN AWA NIKKO

These are ideas that should be made clear, by telling or showing, as quickly and clearly as possible to players adventuring in Awa Nikko.

CLIMATE & GEOGRAPHY

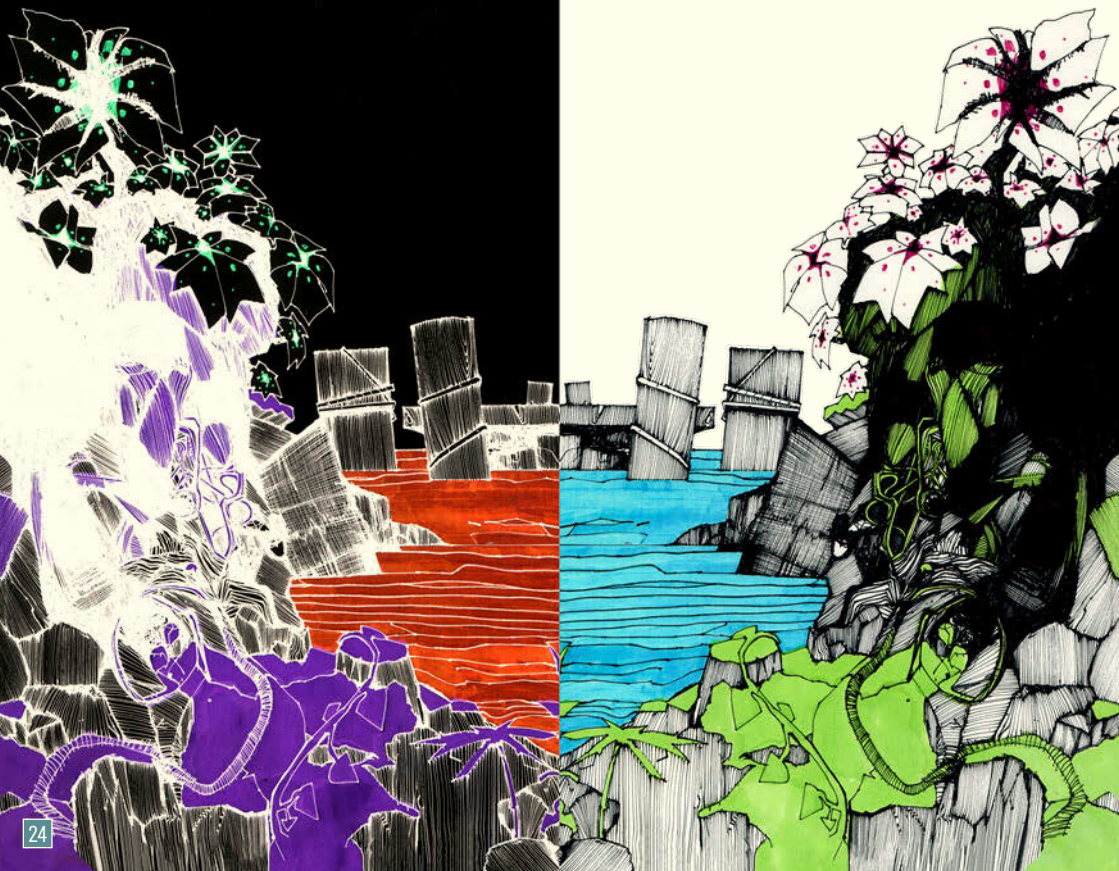
Awa Nikko is rocky and tropical—the Ryukyus are the Japanese equivalent of the Hawaiian Islands—the clothing, diet, and attitude reflect this. A practical consideration for adventurers is armor—Lord Falling Wave's troops, for example, wear the more old-style Heian-period sode (shoulder armor)—made from large hanging plates, rather than the more form-fitting bent plates popular on the mainland.

CLOUDSCRAPING

Any adventurer who seeks to profit from exploring the Nebulith is called a "cloudscraper." Locals are generally suspicious of cloudscrapers even if the 'scrapers themselves are from the island.

FACTIONS

There are many social divisions on Awa Nikko—rival martial arts schools, rival pirates, rival noble houses, native islanders, Japanese administrators from the mainland, westerners, elves, etc. The game has no opinion on which (if any) of these factions players should be allied to, or which kinds of character can be the protagonist of an interesting story. That is up to the group: they must choose a way of playing that everyone agrees is fun—and that conversation is more interesting, useful, and instructive than the game telling you which side to be on.



FEMALE WARRIORS & GENDER ROLES

Historical records attest that there were absolutely trained female warriors in Japan in the 17th century. Exactly how common female samurai, ninja, pirates, etc. were is a subject of much historical debate, but there are no surviving records specifically from Awa Nikko, so handle gender (or genderlessness) however works best for your players. Likewise, if you have a situation where someone is explicitly interested in playing a PC that is not female in one of the roles that is described here as traditionally all-female—like the yuta or noro, or the acolytes of the White Deer Dojo—we're not here to stop you. We're here to describe life in an imaginary place, not interfere with anyone's good time.

GOOD & EVIL

This is a world of gray morality. As in the canonical **Lamentations of the Flame Princess** European 30-years war setting and as in real life, it is difficult to describe any of the most powerful people in Awa Nikko as unequivocally "good"—they have priorities, most of which are selfish or not-completely-thought-out. How player characters negotiate making their way in such a world and deciding what are compromises worth making and what are not is up to whatever makes the game work for you. Obviously nothing in the game should influence your judgment on what's right and wrong in real life and if it does seek therapy for this problem immediately.

LANGUAGES

Patrons offering work or reward in exchange for the kinds of dangerous services provided by PCs tend to find ways to make themselves understood in multiple languages, as people willing to take on such work are hard to find. For more complex communications, however, it's good to understand the linguistic complexity of the island:

~Pirates in Awa Nikko might speak any native language, as they come from all over the world.

~The White Deer Dojo (collectively) can translate most languages but not every member knows all languages. PCs who train with the White Deer Dojo will gain LotFP-style Language skill points.

~The Collar City Trade-Tongue serves as the basic language within the Collar City. It is a fusion of so many cloudscraper languages that virtually any person from any locale can discern basic meaning and communicate about basic concepts like "How much for the ape?" and "Please don't stab me" and the longer someone is around the trade tongue, the more they will be able to communicate. Spoken and undertood by: cloudscrapers, collar city residents, some residents of Nebulith (tengu, firefly women etc.) Cooperating PC parties and pirate crews with mixed language backgrounds can be assumed to be communicating in Trade Tongue.

~Awa Nikkan is spoken and understood by islanders, royalty, noro, cloud dead, Yuta, and most Karate Master PCs.

~Japanese is spoken and written by those from the mainland including Lord Falling Wave and his court, including samurai, most ninja, ladies of the court, guards, and administrators

~Kijimuna is spoken and sung by the kijimuna and some of the White Deer Dojo. Kijimuna does not have a written form—though some scholars have written down translated versions of Kijimuna songs and stories.

~The Lost Humanoids, remnants of whose ancient civilization are in the depths of the Nebulith, have an ancient language of their own. Some of the White Deer Dojo understand it.

~Yokaigo is a language spoken and written by demons, undead, tengu, some otherworldly creatures, noro, and yuta.

Collar City Colloquialisms

1 AHO *Idiot*

2 AKISAMIYO! *OMG! DAMN!*

3 BAKA *Stupid*

4 CHIKUSHO *DAMN IT!*

5 DAMARE *SHUT UP!*

6 DOJI *Clumsy idiot*

7 DOKE *GET OUT OF MY WAY! MOVE!*

8 FUZAKERU NA! *DON'T MESS WITH ME!*

9 UZAI *(Something that's a pain in the ass or annoying.)*

10 KOSHINUKE *COWARD!*

11 KUSO *or* KUSU *SHIT!*

12 KUTABARE *FUCK YOU! JUST DIE! GO TO HELL!*
...all rolled into one

~Izumi, the Seasnake Medusa, the Kubasaki Dragon, the Teaching Monks, the Awa Nikkan Rail, and those using language-deciphering magic can understand and speak all languages.

~Standard LotFP-style Language skill points may be earned by any kind of PC via scrolls and tomes, or study at the White Deer Dojo.

~Books and scrolls found on Awa Nikko (including as treasure) are often found in translation.

While, for example *The Mead and Pensver Guyde to Structyres of Nowte* was written in English by Englishmen, a copy found by adventurers could be in any language (up to and including Yokaigo).

As many of the books PCs will find are useful, to determine the language of a given text, roll here:

1-39	JAPANESE
40-68	AWA NIKKAN
69-72	ONE OF THE CHINESE LANGUAGES
73-75	LOST HUMANOID
76-77	YOKAIGO
78-83	ANOTHER ASIAN HUMAN LANGUAGE
84-88	AN ANCIENT FORM OF ONE OF THE LANGUAGES ABOVE
89-93	A WESTERN *~i.e. non-Asian or Pacific Island* HUMAN LANGUAGE
94-97	ANOTHER NON-HUMAN TERRESTRIAL LANGUAGE
98-00	AN UNKNOWN LANGUAGE

MAINLAND *vs* DAIMYO

Without a crash-course in Japanese history, the political situation is roughly this: the Shogun (basically: military dictator) rules over a Japan parceled out in fiefs to a variety of lords (daimyo) with their own armies who often don't like each other and whose clans have a very long history of forming alliances of convenience to steal each others' land and then breaking those alliances to steal land again. Backstabbing, assassination, piracy-as-statecraft, rebellion, and open war are all options. As Awa Nikko is an important trading hub with China (the greatest power in the area by far since forever) Lord Falling Wave and his samurai are forever wary of these internecine treacheries.

MAINLAND *vs* ISLANDERS

While Awa Nikkan culture is a practical blend of island and mainland culture, inhabitants, and visitors are generally well-aware of where they stand in the pecking order. While the islanders steadfastly maintain their own traditions to the degree they can, the daimyo from the mainland—Lord Falling Wave—is forever scheming ways to tighten his hold on the island while still reaping the benefits of being the most powerful man in a fiefdom far from his imperial superiors and rivals.

MARTIAL ARTS

Many martial arts originated in Awa Nikko—or Okinawa—no one is sure which. Either way, they were developed by the unarmed common folk to protect themselves from the sword-wielding classes. In Awa Nikko, there are currently four main schools of martial arts with living masters, described in detail in this book.

Although at first it might appear to unbalance or complicate combat, you can think of PCs gaining martial arts abilities in a way similar to the way they gain magic weapons: they go on an adventure and come back being able to do something new. In game mechanical terms, PCs pay a fee, train for 30 days, and then gain a random ability characteristic of the school they attend the next time they level up. There is also a special PC class dedicated wholly to martial arts—the Karate Master.

MARTIAL ARTS WEAPONS

In addition to unarmed combat, the martial artists of Awa Nikko developed many ordinary farm tools into deadly weapons to skirt restrictions on peasants wielding swords or spears. In the hands of an untrained user, these weapons are no better—and often worse—than more "obvious" equivalents used on the battlefield—however, those trained in martial arts specifically developed to exploit martial arts weapons' properties can achieve dramatic and impressive feats in personal combat. The specific combat techniques available to those who train with specific weapons are detailed in the Dojos and Martial Arts section. In the hands of unarmed users, martial arts weapons like tonfa, sai, nunchaku, etc. just do D4 damage.

NOTE Although other weapons like the tinbe rochin are associated with martial arts, only the weapons specifically listed in the martial arts section have these properties.

NPC ABILITIES

Many PCs have abilities that typical NPC versions do not. For example, we haven't listed the Pirate NPC as having the ability to charge attack like a PC—this is on purpose, to keep things from getting too complicated. To compensate, consider that a "fair fight" will feature PCs fighting special-ability-free NPCs that are a level or two higher—with the additional hit points and to-hit bonus to match. That said, if you are an experienced Referee and feel comfortable with it, there's no reason not to run NPCs with the same special abilities.

OLD SCHOOL

To reiterate the message from the front of the book: This setting was written with many assumptions about gameplay in mind, and while you can use nearly any fantasy system to run it, if you are not familiar with **Lamentations of the Flame Princess** or other old school fantasy RPGs, then this is the most important one: this game assumes player characters get experience points by getting treasure and defeating dangerous enemies. While players or Referees may invent other motives, this setting does not provide any extra motivation for the players beyond that. The second most important assumption is that this is primarily a sandbox setting—it does not focus on forcing any particular plot on the players. This is a place for Referees and players to create stories, not a particular story in itself. Adventures are for you to devise, using the elements here however you want.

POWER LEVELS

Many of the classes here have some distinctive martial arts abilities which change the flow of combat (it will usually last longer but be more kinetic, with lots of disarming, knocking foes over, etc.)—in order to put these in play at low levels, these classes have offensive abilities that standard **LotFP** classes don't. However, to compensate they often have worse saving throws or some other vulnerability built-in. The Karate Master, for example, has the very useful Ascending Technique, but the martial arts weapons they typically use won't inflict as much damage as a Fighter's usual weapons

SAMURAI & NINJA PATRONS & CLANS

If you picked up this book you probably know what samurai and ninja are. Aside from being cool-looking characters that are fun to play in an RPG, samurai and ninja warriors are defined by who they work for. So much so, in fact, that there are specific names for when they don't have patrons (ronin and nukenin respectively). If a player is playing a Samurai or Ninja PC, the Referee should work with them to establish who they are in the service of- if anyone—and what brings them to the island. The simplest answer is that they work for Lord Falling Wave—the local daimyo—but as you read about the setting you may get other ideas that seem more interesting to you.

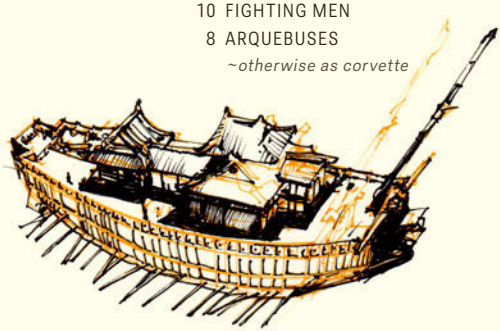
SHIPS

As an island, a trading hub, and a vassal of a great naval power, Awa Nikko is a port of call for ships of all kinds, from fishing to imperial warships. Statwise, there are eastern equivalents of every kind of ship in the "Maritime Adventures" section of the **Lamentations of the Flame Princess** *Rules and Magic* book. Most pirate crews sail in converted merchant junks (a junk is defined by the horizontal ribs—or battens—that cross the sails), rely on archery and boarding techniques for their attacks, and can be treated as corvettes or frigates in game terms. Although they had sails, many also carried oars for more careful maneuvers.

While junks were in many ways similar to western ships, there were other designs, including dedicated warships: difficult-to-maneuver but well-protected, mainly designed as floating archery platforms. Rather than high decks (or "castles") in the back and another deck in the front like a junk or western sailing ship, these ships consisted of a long rectangular box-shaped castle centered over the hull with a retractable mast in the center and archery windows along the sides.

As best we know, the main types were:

Ataka bune	80	OARSMEN
	60	FIGHTING MEN
	30	ARQUEBUSES
		~otherwise as frigate
Seki bune	40	OARSMEN
	30	FIGHTING MEN
	1	CANNON
	20	ARQUEBUSES
		~otherwise as corvette
Kobaya	20	OARSMEN
	10	FIGHTING MEN
	8	ARQUEBUSES
		~otherwise as corvette



STANDARD CLASSES

Although this book has several new character classes, remember Asia has Magic-Users, Specialists, and Fighters (including many mercenaries and soldier not of the Samurai class) just as in standard LotFP. Clerics are found all over, though see "Yuta, Noro, and Clerics" below for details on how they are different in Awa Nikko specifically.

YOKAI, SPIRITS, GHOSTS, & OTHER MONSTERS

Japanese folklore is overrun with fascinatingly grotesque supernatural creatures—the catch-all term being "Yokai"—and a number of nature spirits of all kinds. While we've been able to cram a lot of Japanese culture into this book, the focus on dungeon creatures and specifically Okinawan phenomena means we didn't have room for

every interesting Japanese monster. If you come across such a creature and like it, know they would not be out of place here—they could have arrived by any number of means. Feel free to include any kind of folkloric beast lurking in the jungle, the Nebulith, in the fishing villages, the royal palaces or wherever else.

This book does include the *Summon Spirit* spell, which allows you to generate all kinds of spirit-world creatures, which are a daily feature of life on Awa Nikko—at least so far as the priestesses are concerned. There are some examples listed in the tables at the back of the book.

YUTA, NORO, & CLERICS

The Ryukyu island chain was described by China's Northern Wei Dynasty (386-535CE) as "a land of sorceresses and priestess queens that use their magical powers to wield absolute authority over the men of these islands." Women on Awa Nikko hold a great deal of spiritual power.

The yuta—all women—are the local experts in ritual spirit-magic. You can play one as a PC and the class is presented here along with a number of spells characteristic of that class. Noro are the more formal priest-caste, also all-female. Noro who are blessed with casting abilities (by no means all of them) have the same abilities as typical fantasy clerics.

Foreign "holy water" has no effect on creatures in Awa Nikko, but water from the High Lake, near the top of the Nebulith, serves an analogous purpose. It is bought, sold, and hoarded just like holy water is.

In the case of any rule originating outside this book that distinguishes between "Magic-User spells" and "Cleric spells" or "arcane" and "divine" spells (for example, the *Dispel Magic* rules), a Yuta spell is treated as a Cleric spell.

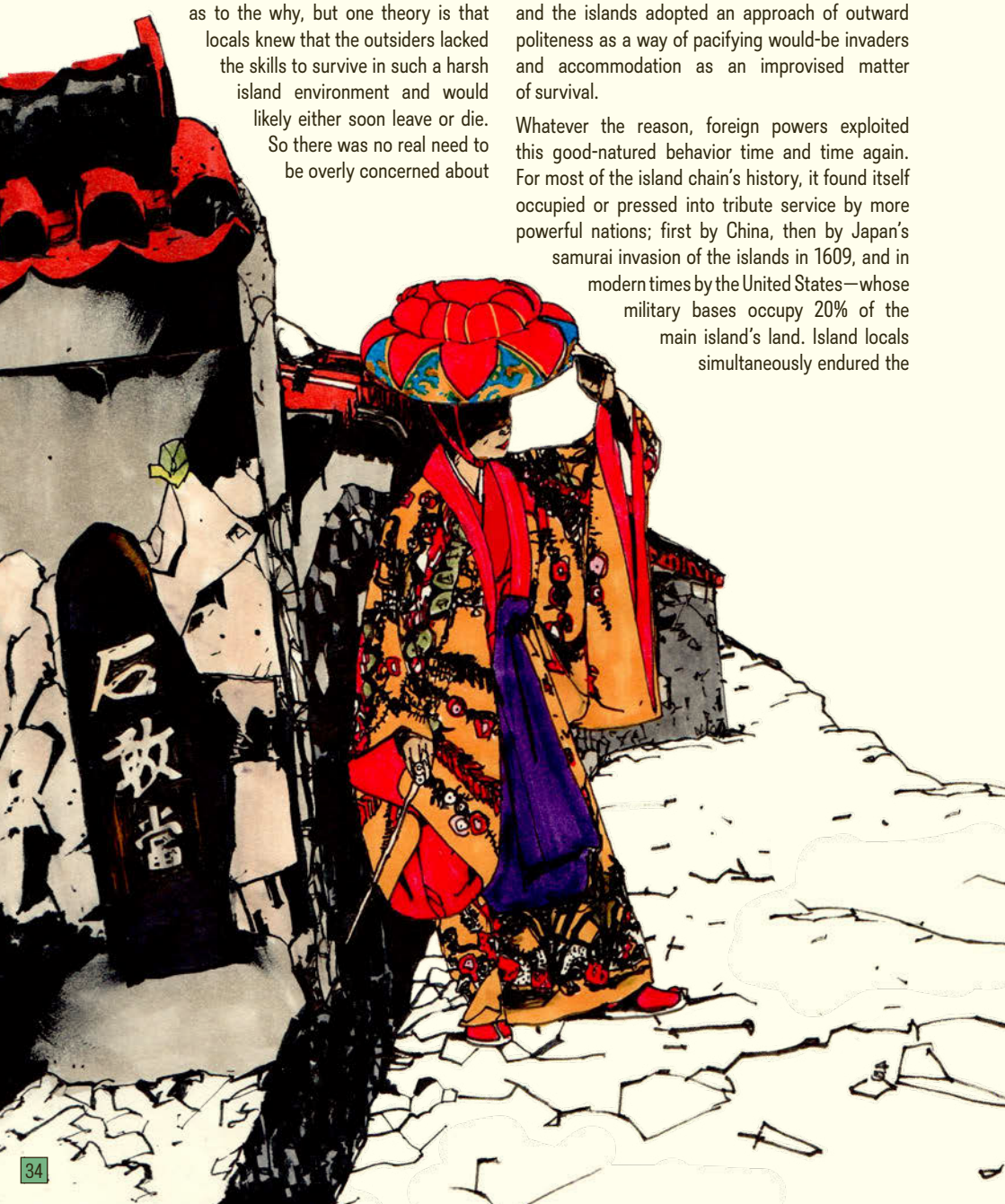
The gods of the West are less powerful in Awa Nikko—creatures within Awa Nikko gain a saving throw against any unwanted magical effect originating with a cleric of a foreign god if the spell does not normally allow one and gain a +2 to any saving throw if the spell does. (This does not apply to effects from magic items, regardless of what god forged them). This restriction ceases to apply if the cleric converts to the local faith—conversion is free, but the noro will ask the cleric to undertake some interesting and dangerous quest before performing the conversion ceremony.

While Referees of parties containing foreign Magic-Users and Clerics should be careful not to create a situation where playing beloved PCs is no longer fun, they should—within that boundary—do as much as they can to convey that magic works differently here, and the magic of outsiders cannot be relied upon.

THE PEOPLE OF AWA NIKKO

History records the inhabitants of the Ryukyu chain as being unusually welcoming to peaceful outsiders and travelers. Scholarship is still pending as to the why, but one theory is that locals knew that the outsiders lacked the skills to survive in such a harsh island environment and would likely either soon leave or die. So there was no real need to be overly concerned about resources or engaging in un-welcoming behavior. Another theory is that the island chain lacked the military might of larger neighboring nation-states and the islands adopted an approach of outward politeness as a way of pacifying would-be invaders and accommodation as an improvised matter of survival.

Whatever the reason, foreign powers exploited this good-natured behavior time and time again. For most of the island chain's history, it found itself occupied or pressed into tribute service by more powerful nations; first by China, then by Japan's samurai invasion of the islands in 1609, and in modern times by the United States—whose military bases occupy 20% of the main island's land. Island locals simultaneously endured the



rules and paid the tributes demanded of outsiders while assimilating some of their foreign ways into their own local culture. Inwardly islanders work to preserve their native culture-including primordial religion and philosophies, karate, a distinctive language and diet, unique forms of music, fabric-dyeing, and even tattooing. Ryukyu culture is now a mixture of original, pre-historic island ways, Japanese influence, Chinese influence and a menagerie of foreign ideas introduced from the Black Stream trade routes.

Locals have the same love-hate relationship with the Nebulith as they do with those that come to scrape it:

The Nebulith was not intended. The ritual magic invoked to stop the volcanic eruption was mis-timed, mis-fired, and too late...so by some local accounts, the Nebulith is an unnatural aberration that should not exist. These folks tend to view the Nebulith in terms of the explosive uprooting of one hundred generations worth of graves tearing a cavernous entrance to the voids of the deep parts of the world and creating a new perch and staircase for deities, demi-gods, and over-demons "looking down on the world" in all senses of the phrase. The Nebulith has turned the once-peaceful island into an unstable hotbed of magical and prospecting activity, drawing the attention of gods, outsiders, and strange supernatural forces.

Other locals believe that even if born of error, the Nebulith is a far better outcome than the possible alternative, a life-ending, volcanic mega-eruption created by the chthonic entities beneath the island. The resulting rock-cloud is a magical reminder of Awa Nikko's resilience, and is thus a symbol shimmering with hope, thriving with new life and pulsating with the magic of the native religion. It is a physical testament and daily reminder of the power permeating the islands. These locals see the Nebulith as a newly opened time-capsule from eras long forgotten, the birthing grounds of new divergent forms of plant, animal, and fungal life, and a collective locus and confirmation of yuta and noro magic.

Most islanders hold a little bit of both sets of beliefs to some degree.

While they will secretly view cloudscrapers as unwanted (but often necessary) outsiders that wish to exploit it, that general perspective may change if a party of cloudscrapers unearths something within the Nebulith which is truly valuable to the past or future of the island. Outsiders to Awa Nikko are tolerated to the degree that they provide:

~Good pay for supplies, information, guidance, security, and accommodation;

~Assistance in handling dangerous or undesirable tasks and missions on behalf of locals and / or the royal palace;

~A check on the spread of evil creatures throughout the Nebulith and Island;

~AND / OR~

~Curious foreign items and technology unknown on Awa Nikko.

The constant growth and turnover of The Collar produces vice, crime, piracy, litter, ownership contestation claims, illegitimate children (half-Kijimuna and otherwise), and strange, foreign magic.

The locals' greatest reservoir of patience, however, is reserved for enduring Lord Falling Wave and his samurai. The Shogun has the military power to depose the current island king at any time, but allows the royal palace to remain in power and function for the sake of honor (as well as for a few undisclosed political and economic reasons), but only if the island palace pays a secret, annual tribute to the mainland Shogun via Lord Falling Wave. All involved parties must appear to adhere to the expected customs, form, and functions to keep this ruse going in the eyes of the populace and other nations, despite the fact that almost everyone on the island knows all of this.

Lord Falling Wave is far from the watchful eye of the mainland Shogun or other daimyos on a cushy tropical island assignment and he has developed his own appetites, agendas, and designs.

Consequently, the rowdiness of The Collar, sanctity of the royal palace, and paranoia of Lord Falling Wave are all individually secured by encircling stone walls known as gusuku. The level of security to pass through walled-areas depends upon time of day, composition of your party, recent events, threats, and rumors. The ability to pass ranges from nothing, to requiring escort, or possessing ornament of nobility or royalty.

On the person-to-person level, throughout the rest of the island, a characters' word, deed, honor, and coin will call the day with most local NPCs—as many locals have some form of martial arts training, physical or verbal intimidation will be difficult.

Common Awa-Nikkan Names

	female	*male*	*gender neutral*
1	HIROKO	HIROSHI	HARU
2	CHIYOKO	YOSHIKI	MIKOTO
3	KIKU	KIYOSHI	TOMOMI
4	MIEKO	KOSHI	AKIMI
5	SACHIKO	UIGO	TAKEMI
6	FUMIKO	TSURU	KAYO
7	MASAKO	TOSHIKI	RYUKO
8	KIYOKO	KENJI	YUU
9	KEIKO	RYUJI	KAKERU
10	HARUKO	HIDEKI	JUN
11	YOKO	NOBUKI	HIFUMI
12	RYOKO	KIYOSHI	CHIAKI
13	MICHIKO	SHOEI	RIKU
14	HATSUE	MASAO	RIN
15	EMIKO	AKIRA	MIZUHO
16	YONEKO	TOSHIO	TERUMI
17	MIYOKO	ISAMU	NAGISA
18	SUMIKO	KAZUO	UMEJI
19	TAKAKO	SEIYA	SHIKI
20	YASUKO	RYUTARO	NATSU

DAY-TO-DAY LIFE IN AWA NIKKO

First imagine a seeming infinity of green. Through this green you'll find paths—uneven and one-horse wide in the mountains, double that and more well-maintained elsewhere, but just as often the green is trackless. Then perhaps you'd see a bridge across trickling stream and smooth rocks, and there, seeming to appear from nothing, is a village.

Awa Nikko is a place of villages. There are no schools, hospitals, or constables—learning, healing, and security come from the village. This is its traditional order, refined over centuries: They fish and farm.

What little is made of metal is dedicated to these twin tasks. Chopsticks, ladles, and other utensils are wooden, vessels are made from earthenware, wood, and lacquer.

You will see homes—kominka—made with local teak, mahogany, fukugi, without nails, with whole tree-trunks set into volcanic bedrock forming columns contrived to resist earthquakes and frequent typhoons. Tropical hardwoods grow stronger with age. The roofs are covered in tiles—red and concave; or made of simple thatch.

Further protection from typhoon winds, as well as spiritual danger, is provided by the gusuku—a limestone wall—which encloses the garden courtyard which typically surrounds a home and is lined with wind-cheating fukugi trees. The free standing barrier-gusuku separates the main gate from the home and provides both privacy and protection from a variety of spirits unable to make 90-degree turns.

Other common defenses against the island's evils include one or two shisa on the roof or entrance way and a hanging Chiraga (spider conch shell)—which wards off bad luck and fire.

Access to the home is via rice-paper shoji screens set into outer walls shaded from the rain and island sun by wide eaves.

The floors are lined with tatami mats woven of Ryuku-omote, stronger than those found on the mainland. Furnishings are sparse: long low tables, shorter, low tea tables, thin pillows (zabuton) upon which to sit or kneel, futons to sleep on.

Somewhere outside, in a past beyond memory, some noro or yuta will have identified a sacred place in a nearby cave, grove, spring, or on a hill or near a massive rock. A village will consist of the 4+D10 homes scattered nearby.

The villagers have warm complexions and the longest natural human lifespans in the world.

They will be polite, which does not imply they will be kind. The village head will typically be a man whose wife, sister or mother is a noro.

They have a reputation among traders as studious, hardworking, humble, quiet, and good-natured people who value the good of the group above the individual. Few leave their village except to marry or find a wife. They drink more per capita than anyone else on the Black Stream trade route.

The climate favors loose, single-layer robes, and tradition has produced distinctive Awa Nikkan fabrics in blue and brown with small white patterns. For special occasions women wear the bright floral bingata, which is yellow, red, and turquoise.

From their early 20s on, women will commonly have indigo or black hand and wrist tattoos, and starting in their late teens, they will not cut their hair. In public, however, it will generally be worn up and pinned. They rarely drink or smoke in public while alone and are expected to busy themselves with gardening, cooking, shell-collecting, dyeing bingata patterns, and practicing kachashu (a traditional dance). Between the ages of 15 and 30, they bathe frequently, often multiple times per day and herbs, flowers, ash, deep sea water, and volcanic mud take the place of western-style tallow soap.

When not at work, men of the village most often are seen hunting, gambling, drinking, playing the shamisen and wrestling (the Okinawan form is called tegumi). They are expected to deal with threats as a collective.

The people of Awa Nikko live mostly off fish, plants, and herbs from the jungle and sea, tofu, soup, and soba noodles, and pork from the Agu (the island's breed of funny black pig), all eaten with rice.

They sweeten their meals with bananas, pineapples, mangos, and brown sugar from local cane and season them with sea salt. Pig-alternatives include goat, horse, shark, seasnake, conch shell, sea urchin, squid, small birds, whales, spiny lobsters, tuna, swordfish, and eel.

There are no ovens or baking, all this is cooked over an open fire.

The most common drink is Jasmine tea or plain water, the most common alcohol is awamori—a potent form of clear sugar cane and rice sake.

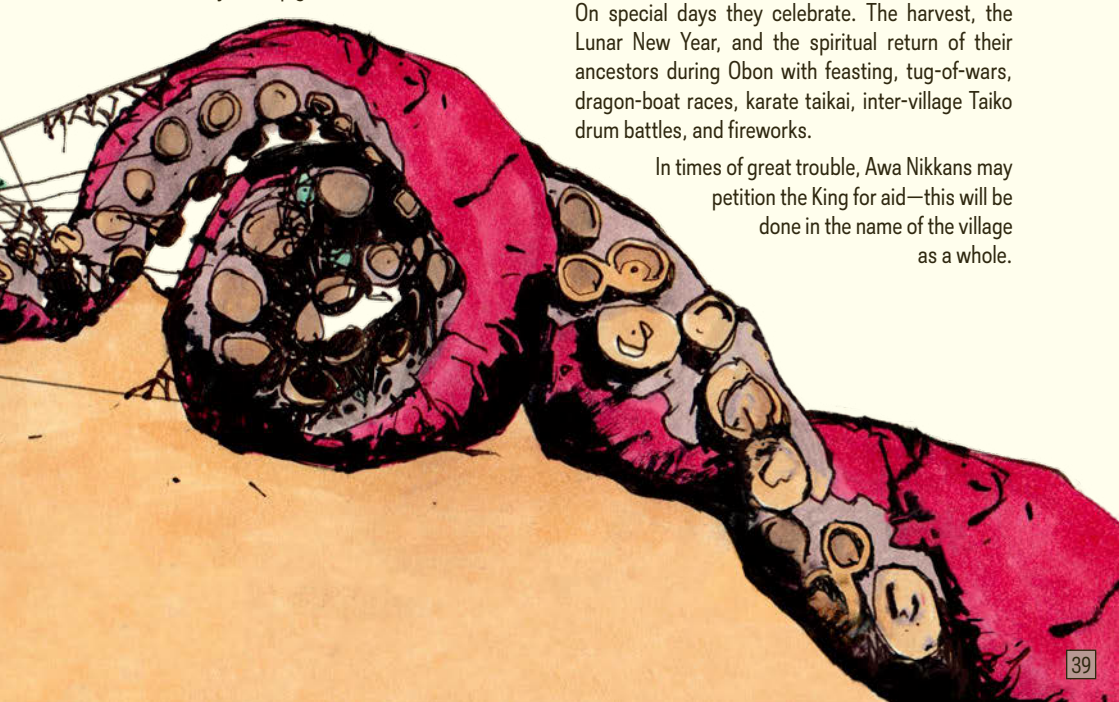
Foods are preserved via curing with sea salt or brown sugar or via fermentation. Refrigeration is unknown.

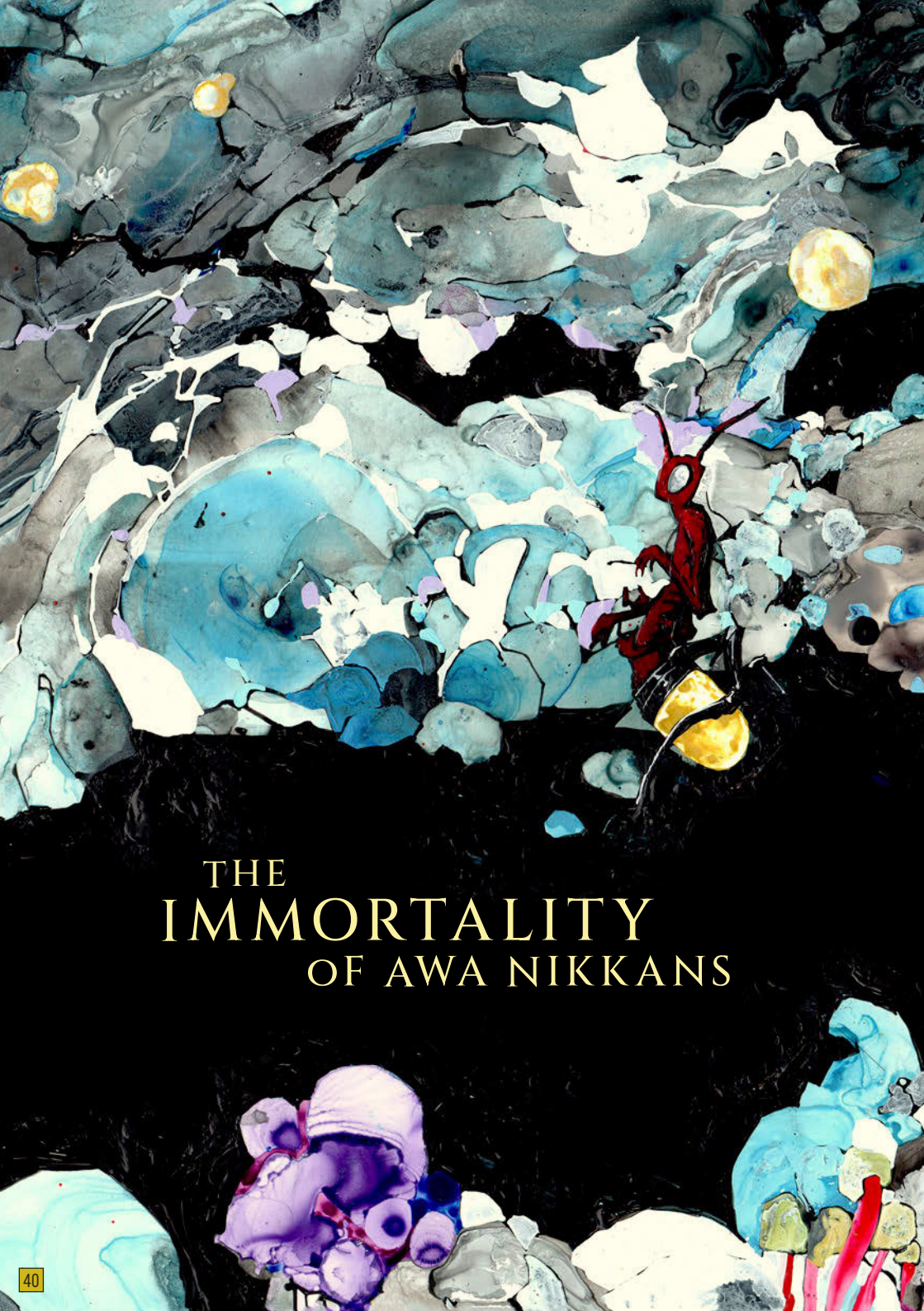
The Awa Nikkan people despise milk and all cheeses, as most families on the island carry the curse of lactose intolerance.

During daylight hours, villagers will be seen fishing with net, barricade or spear, farming rice, dyeing and weaving fabrics, farming tea leaves, purple sweet potatoes and brightly-colored fruits, making salt, raising pigs, whaling, and creating ceramic pots. When the night falls, they drink until the hour of the rat (11pm to 1am), then sleep and rise again with the sun.

On special days they celebrate. The harvest, the Lunar New Year, and the spiritual return of their ancestors during Obon with feasting, tug-of-wars, dragon-boat races, karate taikai, inter-village Taiko drum battles, and fireworks.

In times of great trouble, Awa Nikkans may petition the King for aid—this will be done in the name of the village as a whole.





THE IMMORTALITY OF AWA NIKKANS

Since the Nebulith was created, islanders have experienced extremely long-life spans, rumored to be as long as those of the elves. Many come to the island seeking the source of this "immortality." Only the Mist Woman, the Seasnake Medusa, the king and queen, the king's sister, and a few sages high in the Nebulith know the truth. All may reveal it for a price or favor. The truth is the Nebulith produces and releases a pre-historic, fungal spore. This spore symbiotically lives in all who breath or consume it—thereby becoming its host. To prolong its own lifespan, the fungus slowly and imperceptibly repairs the body cells of its human hosts over the course of weeks and months. This constant repair of internal cells leads to extremely long lives (though it does not work fast enough to heal ordinary hit point damage). The more spores accumulated by an individual over time, the greater the effect.

Since the creation of the Nebulith, the spores have suffused the island and surrounding waters and are in the air, soil, vegetation, and water supply. The spores cannot live outside Awa Nikko, however, and their effect dissipates within days of leaving the island.

The irony is that long life is achieved not through some study, practice, feat, or magic, but instead by just doing nothing and living on the island. If the Nebulith collapses it will release concentrations of the spore in clouds that—barring accident or attack—may provide actual natural immortality from death due to disease or old age, but the destruction of the Nebulith is an event so violent that none would likely be around to benefit from the subsequent spore clouds.

SPECIAL RULES

FOR ADVENTURING ON

AWA NIKKO

Although, ruleswise, adventures on and around Awa Nikko can be handled much like old school fantasy adventures anywhere else, there are a few situations where things are a little different.

ARMOR

The heat, humidity, and atmospheric fungi of Awa Nikko make functioning in any standard western armor heavier than leather deeply unpleasant. Those insisting on doing so will suffer disadvantage (roll twice and pick the worst result) on physical tasks (including to-hit rolls) starting 10 minutes after putting it on.

In the Awa Nikkan climate, most warriors wear armor in separate pieces, with the greatest coverage provided by the armor worn by samurai in full battle dress. This armor provides 4 points of protection (equivalent to chain), 5 if worn with a helmet.

Prices for local armor are commensurate with those of western armor providing the same amount of protection, so if a western piece of armor costs 75SP and provides 3 points of protection, then an eastern set of armor pieces provides 3 points of protection, it also costs 75SP.

CLOSE QUARTERS

Because the jungles of Awa Nikko are dense, because most tunnels through the Nebulith are less than 5' wide with ceilings at 6'-8', and because The Collar is a cluster of narrow winding streets festooned with lanterns, signs, and vendor carts, much of the fighting on Awa Nikko is done at close quarters. In such environments, any weapon longer than a wakizashi (two feet) is going to operate at disadvantage to hit—roll twice and pick the worst result. Damage is unchanged.

DISGUISE

Ninjas have the Disguise skill, and others might have it for a variety of reasons. Disguise refers not just to the ability to alter one's voice and mannerisms, but also to use and create dyes, prosthetics, costumes, and props to make the illusion seem convincing—it works on a 1-6 "pip" system just like the Specialist skills in the basic LotFP book. This is not magic: if a person that looks like a given PC living in the 1600s couldn't reasonably disguise themself as whatever a player is trying to disguise themself as, they are out of luck and there's not even a roll. The player should be able to broadly describe what measures they will be taking to complete the illusion.

Referees judging whether an attempt at disguise is plausible should take into account:

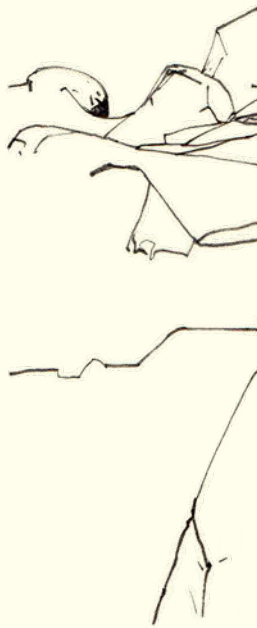
~The differences in height, weight, age, species, gender, class, and nationality between the disguised character and the target of the imitation.

~The materials available to the disguised character.

~The time being spent creating the disguise.

~How much scrutiny the character is getting from observers.

A character with the Disguise skill will be presumed to have a collection of dyes, fabrics, hair samples, pigments, adhesives, etc. in their home in disguises, but if a character is bringing a "disguise kit" they've created with them on an adventure, the more specific the player can be about what's inside, the more favorably the Referee should look upon Disguise attempts.



DUELING

Now and then—especially with samurai and martial-artists running around—there will be formal personal duels. While combatants are free to set any ground-rules they like for these duels, there are a few tricks to speed them up and keep them interesting:

~Don't roll initiative, both sides simply roll to hit. If a combatant's intended action involves some other D20 roll that isn't a roll to-hit, roll D20 with whatever modifiers usually apply to that roll. If a combatants intended action doesn't involve a D20 roll—roll one anyway just for these purposes. No matter what: the high roller gets to take their action, the low roller doesn't.

~If the high roller wouldn't have beat the enemy's armor class to hit they still get to choose one of these outcomes: knock the opponent to the ground, disarm them, or knock them back.

~If the D20 rolls are a tie, re-roll.

~A combatant may—at any time—give up and yield.

~Once a combatant is at 0 hit points, they can yield or elect to fight on, taking injuries instead of hit-point damage according to the following table:

Dueling Injuries

1 EYE *~-2 to anything involving seeing*
2 LEFT ARM *or* "OFF" ARM *~-1 to most tasks*
3 RIGHT ARM *or* FAVORED ARM *~-2 to most tasks*
4 RIGHT LEG *~move at 50%, -1 to hit*
5 LEFT LEG *~move at 50%, -1 to hit*
6 WEAPON *or* OTHER WORN ITEM *~attacker's choice* IS DESTROYED

~If a character takes the same injury twice (i.e. the same number is rolled twice during the same duel) that character is unconscious.

~This is why the injury table is short—while a longer one might provide more room for various entertainingly grisly injuries, this one is designed to keep duels to a reasonable length and to keep each roll of the dice near the end of a duel feeling tense.

Feel free to assume that "ordinary" magical healing after the duel will remove the mechanical effects of any dueling injury. However: whether the injuries leave scars on the affected parts of either combatant and what these scars look like is entirely up to the player controlling the winner of the duel. That is, if the winner decides that the wound to her own character's left eye leaves a scar like a half-moon and the scar on her opponent's leg looks like an ape's ass, then that's what it looks like.

So don't lose.

EQUIPMENT & MONEY

The rule here is simple—other than the rules for armor above, assume the same things are available as in a standard LotFP game.

FIGHTING & COMBAT

On account of all the martial arts fury, adventures in Awa Nikko have a more detailed combat than usual LotFP adventures. So we have to clarify some common combat situations:

Grappling

For adventures on Awa Nikko, and specifically those involving the martial arts rules detailed in this book, these grappling rules are meant to replace the ones in whatever system you're using.

Basically this system has a grab and then the grab gives way to the full grapple.

GRABBING

~To grab a creature's limb is a normal to-hit roll. It ignores armor, but not armor points due to Dexterity.

~Once a limb is grabbed, that creature must roll twice and pick the lowest to perform all physical tasks.

~Third parties may roll twice and pick the highest to hit either creature now—both grabber and grabbed.

~To break the grab, the creature grabbed must roll higher than the grabber on their turn on a D20—the captive can modify this using their Strength or Dexterity, whichever is higher, and the grabber must use their Strength. The victim does not have to roll twice and pick the lowest in this case.

~Use commons sense to determine whether any given action can be done by a character with a given limb grabbed.

~There are certain situations—like using some martial arts or having claws, etc.—which allow a character to do damage while grabbing, but the grab itself does not damage normally.

FULL GRAPPLE

~A full grapple can be attempted once a target is grabbed. Unlike a grab, a full grapple requires two hands (not necessarily belonging to the same creature).

~This requires another to-hit roll, like the first one, though the attacker may roll twice and pick the highest.

~A fully-grappled character can be hit at-will by any third party except the grabber, who can only make specific kinds of attacks that would make sense in that position (for example: you could bite someone who you've grappled).

~Getting out of the full grapple is the same mechanic as getting out of the grab, but harder: the creature grabbed must roll higher than the grabber on their turn on a D20—the captive can modify this using their Strength or Dexterity, whichever is higher, and the grabber must use their Strength. However the grabbed creature must roll twice and pick the worse roll.

~Just like grabbing, an attacker who has their opponent in a full grapple is vulnerable: third parties may roll twice and pick the highest to hit them.

Knocked Prone

Creatures knocked over are easier to hit—roll twice and pick the highest to hit them.

Creatures that are knocked over in combat can either:

~Take an action that can be taken while on the ground, but not move

~Crawl at half speed, but take no action

~Get up and move at half speed, but take no other action

Nauseated

Nauseated creatures can move but not do anything else.

Saving Throws

Many unarmed maneuvers require the target to save. This saving throw will usually be against Paralysis.

Stunned

Stunned creatures can defend themselves but take no other action.

HEALING

While healing rules work the same on Awa Nikko as anywhere else, a rundown of who can help in what way might be useful:

~Most population centers, including villages, have at least one person equivalent to a "physician" in the Retainers section of the LotFP *Rules and Magic* book—that is, someone under whose care you will heal at double the natural rate and who can identify common illnesses.

~Many yuta have some healing spells or items which provide them and they travel frequently in search of herbs and other magical ingredients, so searching for—or hiring—a yuta is often the best bet for those far from civilization.

~Temples of the established local faiths—such as the Temple of Torn Blossoms—generally will have noro with access to low-level spells (levels 1-2), including healing magic.

MOVING AROUND THE NEBULITH

Although made of petrified smoke, the Nebulith is, for most practical purposes, simply stone. Climbing up it is like moving over a mountain, moving through its tunnels is like moving through a cave or "typical" dungeon. It is as difficult to tunnel through as any other rock. Spells which manipulate rock or earth will work on the Nebulith.

When on the exterior of the Nebulith, some sections are going to be like walking along a mountain path, while other—faster—routes will be like climbing a cliff face.

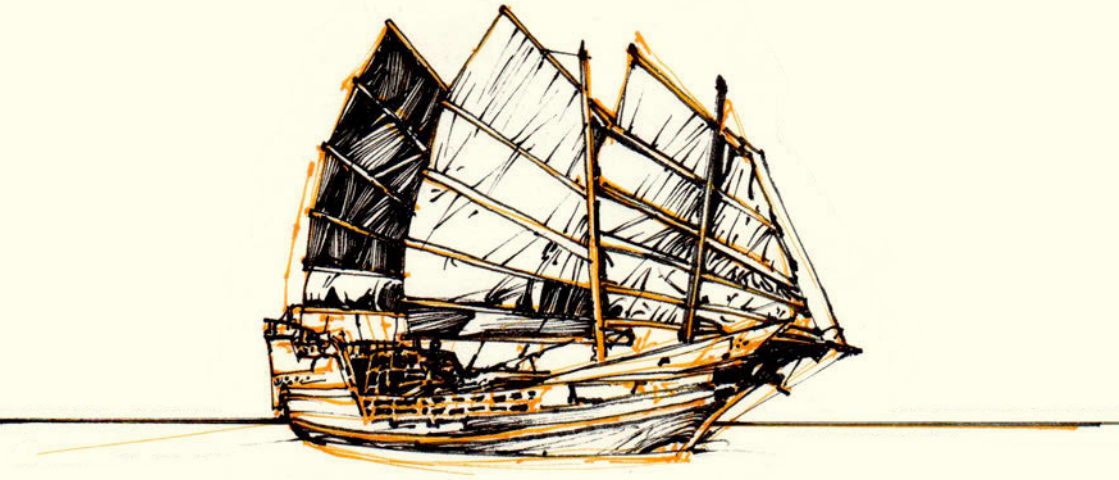
For the "mountain path"-like routes the usual movement speed of PCs can be used, though in a head-to-head race you'd want to give an advantage to characters moving downslope rather than up.

For the "cliff-face"-like routes, the simplest way to handle movement for a relatively well-equipped party (with ropes, picks, spikes, and hammers) is to ask whether they are climbing the slow and safe way or the fast and dangerous way:

~The slow way means tying a rope around yourself, hammering in spikes or other handholds, threading the rope through catch-points etc. You move about 6 feet per minute but unless you are attacked or some other calamity intervenes (like a sudden heavy wind), there is no rolling involved.

~The fast way means rolling, and is the kind of climbing one might do in combat, or during any other kind of urgent situation. You move half your normal movement speed up or full movement speed down. Most sections of the Nebulith are pitted and uneven and so decent for climbing, meaning PCs attempting to climb can roll a Climb roll (1 in 6 for most PCs unless they have the skill) and a DEX check (roll under DEX on a D20), and will succeed if either of those rolls succeeds. Otherwise they take falling damage. There are sheer sections of the cloud where only a naked Climb roll will allow a character to ascend or descend.

If you don't have a detailed description of a slope and someone falls, assume a character that falls will fall D4 x 10' (taking D6HP per 10' as usual), then must save or fall another D4 x 10' and then save again, etc.

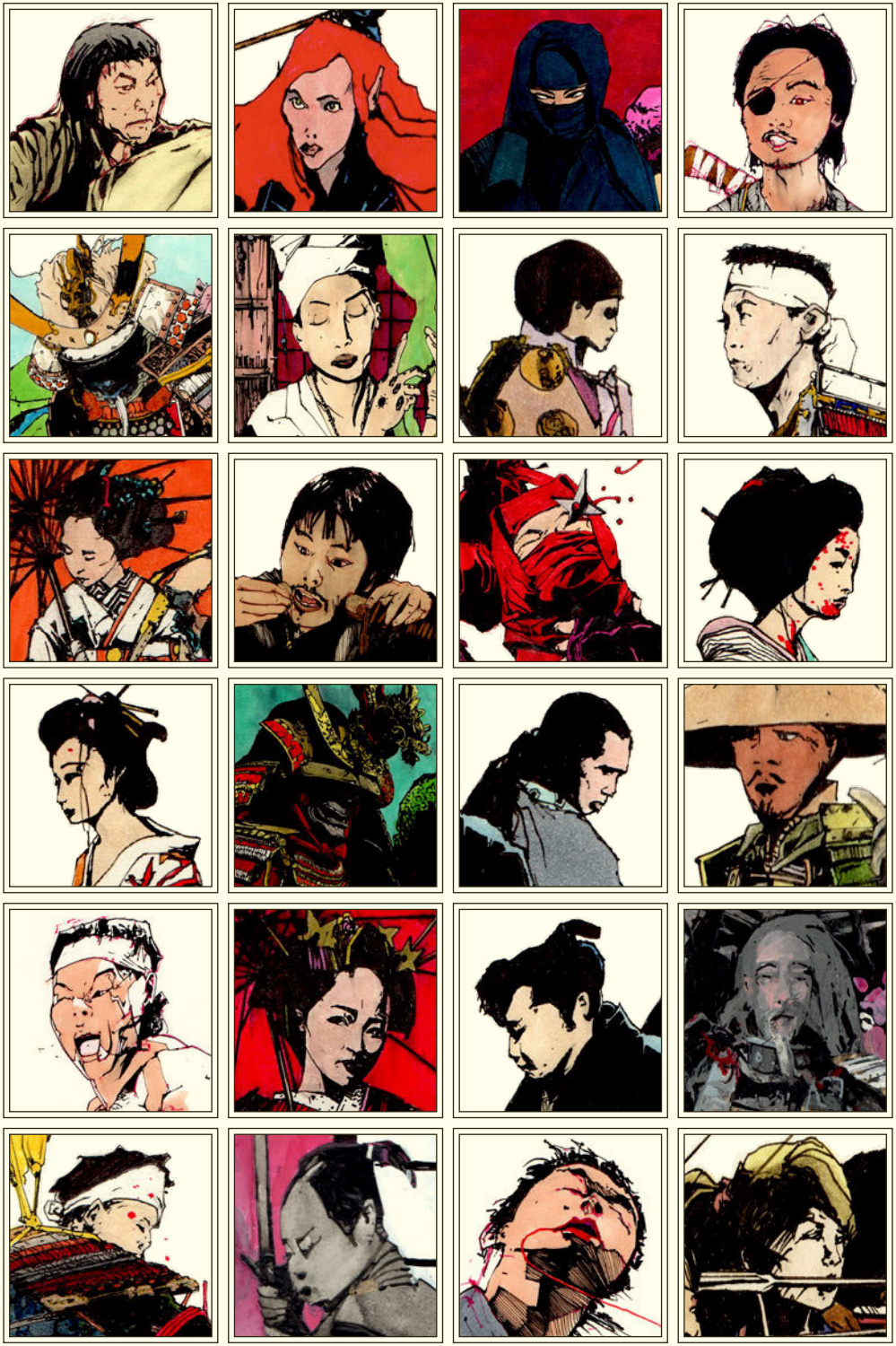


SAILING

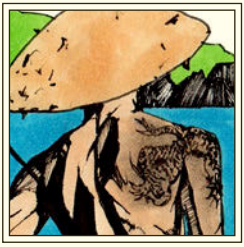
Awa Nikko is an island, so sailing is an important life skill for many residents. Treat the Sailing skill like any other LotFP skill: most PCs succeed at specialized sailing-based tasks at a 1 in 6, characters who have a specialty can sail at 2 in 6, 3 in 6, etc.

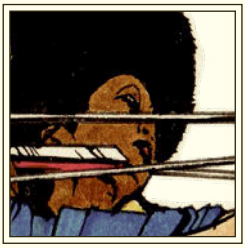
Successfully landing a boat outside of an established port is probably the most common challenge the average sailor faces—the coast of Awa Nikko is teeming with submerged coral reefs and sharp volcanic rock and failure will mean a boat is immobilized and takes D20HP of damage, with anything over 10HP indicating a leak. Everyone in an average fishing village on Awa Nikko has a Sailing skill of 5 in 6.

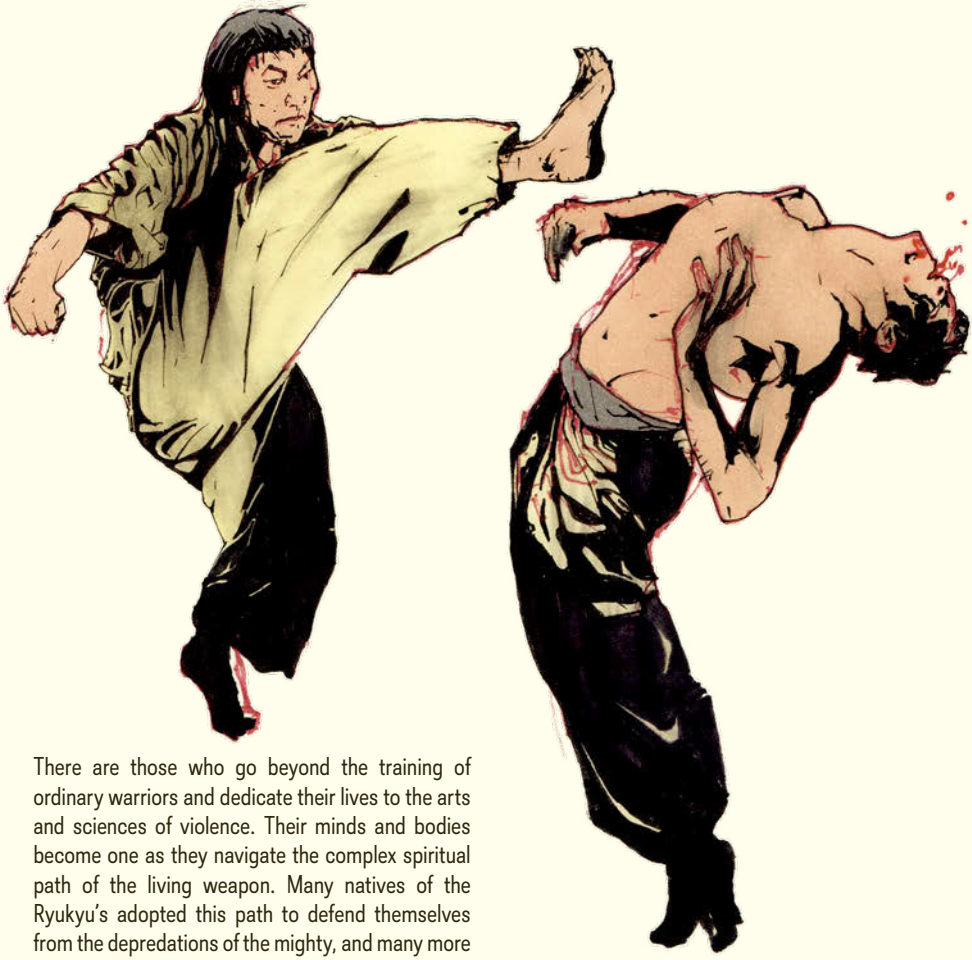
For sailing around the island either on the coast or along a river, assume a speed of 6 miles (one full hex) per hour—unless the vessel is damaged or inappropriate to the environment, in which case, lower it.



PLAYER CHARACTER CLASSES







There are those who go beyond the training of ordinary warriors and dedicate their lives to the arts and sciences of violence. Their minds and bodies become one as they navigate the complex spiritual path of the living weapon. Many natives of the Ryukyu's adopted this path to defend themselves from the depredations of the mighty, and many more have since come to learn their ways.

Karate Master PCs will be on good terms with one of the karate schools on Awa Nikko—the player can choose which. See page 152.

At first level and on every odd level thereafter (*3, 5, 7, etc.*) the Karate Master may roll on the table for any of the martial arts schools in this book. If you roll an ability you already have, simply roll again. Unlike ordinary PCs, the Karate Master does not need to pay or set aside separate training time to access these abilities and does not need to be physically in Awa Nikko or near a teacher to learn the new abilities.

Referees with a little extra time can create new schools of martial arts or martial arts masters the same way they might devise new magic items. They can follow the same pattern here (with a random ability table) or they can elect to have a master teach a certain specific ability. If so: a PC of the Karate Master class can, if they like, elect to access one of a teacher's abilities once they have observed it in action and then leveled up to an even level instead of rolling on the tables for the karate skills given here.

Karate Masters cannot use most of their special abilities in western chainmail or any armor heavier than that.

Most Karate Master PCs are from Awa Nikko and speak the island's native language along with enough Trade Tongue to get along with other PCs.

All Karate Masters have following ability:

ASCENDING TECHNIQUE

If a Karate Master is:

~within 10' of a target

~can move freely

~could lay hands (or feet) on the target on a successful unarmed strike or a strike with a martial arts weapon they are currently holding

~AND~

~a target no more than three times the size of the Karate Master has just been successfully hit by any physical attack (including magic) causing physical damage (or other undesirable physical effects) by anyone other than the Karate Master...

...the Karate Master can make a strike using their Ascending Technique. This does not require a to-hit roll, happens outside the normal initiative sequence, and happens in addition to any other actions the Karate Master is entitled to.

The Karate Master strikes and the target must save or suffer one of the following effects chosen by the Karate Master:

~have a limb grabbed

~or if they already have a limb grabbed, have the grab improved to a full grapple

~be knocked prone

~be knocked back 10'

~have a held weapon or other held item knocked away.

For the purposes of judging if a target "has been successfully hit by any physical attack" an attack that has no effect does not count as successful, so, for instance, a sword thrust that hits a demon but fails to harm it because the demon is immune to the weapon is not a successful attack, but an attack that trips or disarms a demon is a successful attack.

NOTE Each Karate Master may only do this once per round, however, multiple Karate Masters may use their technique all in the same round, including on the same target.

HIT POINTS D8 PER LEVEL *~plus Constitution modifier*

TO HIT +1 *~plus one more at every even level (2, 4, 6 etc.)*

DAMAGE A KARATE MASTER'S UNARMED STRIKE DOES D4+STRENGTH MODIFIER OR DEXTERITY MODIFIER WHICHEVER IS HIGHER

~unless superseded by another martial arts ability

THIS APPLIES EVEN TO ABILITIES WHICH NORMALLY ONLY ALLOW FOR A STRENGTH MODIFIER

LEVEL	EXPERIENCE	HIT POINTS	SAVING THROWS					TO HIT BONUS	MARTIAL ARTS ABILITIES
			PARALYZE	POISON	BREATH	DEVICE	MAGIC		
1	0	1D8	14	12	15	13	16	+2	ROLL
2	2,000	+1D8	14	12	15	13	16	+3	~
3	4,000	+1D8	14	12	15	13	16	+3	ROLL
4	8,000	+1D8	12	10	13	11	14	+4	~
5	16,000	+1D8	12	10	13	11	14	+4	ROLL
6	32,000	+1D8	12	10	14	11	14	+5	~
7	64,000	+1D8	10	8	9	9	12	+5	ROLL
8	128,000	+1D8	10	8	9	9	12	+6	~
9	256,000	+1D8	10	8	9	9	12	+6	ROLL
10	384,000	+3*	8	6	7	7	10	+7	~
11	512,000	+3*	8	6	7	7	10	+7	ROLL
12	640,000	+3*	8	6	7	7	10	+8	~
13+	+128,000 / LVL	+3* / LVL	6	4	5	5	8	+8	ROLL

*CONSTITUTION MODIFIERS NO LONGER APPLY

MARTIAL ARTS ABILITIES

Roll on any available school's table at FIRST level and every ODD level

Eastern elves, the size of children, with wild red hair and reddish skin. They have been known to mix with humans—producing strange fey-blooded half-kijimuna offspring.

They live in banyan trees and see themselves as protectors of the jungle, but also have a mischievous streak.

Some kijimuna become curious about life outside the great spreading banyan trees and are led into lives of adventure.

The skills they learn stalking prey through the jungle tend to serve them well in dungeons, violent cities and on the high seas.

KIJIMUNA HUNTER

キジムナーハンター

Each Kijimuna can cast one specific spell once per day. Roll D12 to see which:

1	*Detect Magic*	7	*Heat Metal*
2	*Shrink*	8	*Dispel Magic*
3	*Faerie Fire*	9	*Neutralize Poison*
4	*Mending*	10	*Ventriloquism**
5	*Sleep*	11	*Speak with Animals*
6	*Detect Evil*	12	*Forget*

**described on p. 210*

HIT POINTS D6 PER LEVEL *~plus Constitution modifier*

TO HIT +1 *~plus one more at every EVEN level (2, 4, 6 etc.)*

SKILLS +2 *points to start ~at third level and every ODD level (5, 7, 9, etc.) afterward to place in any of the following:*

BUSHCRAFT: 1 IN 6
CLIMB: 1 IN 6
SEARCH: 1 IN 6
SLEIGHT OF HAND: 1 IN 6
SNEAK ATTACK: x1
STEALTH: 3 IN 6
DISGUISE: 1 IN 6

PC Kijimuna occasionally dye their red hair or paint their red skin to symbolize their separation from the forest life but they still love eating fish, favor their left eye and hate cookpots, chickens, and octopuses.

A Kijimuna player can pick where on the island their clan's tree was, or leave that up to the Referee.

There are also kijimuna who take to a life of adventure because they disliked or were ill-suited for hunting, these can be treated like PCs of any other class,—so you can, for instance, play a Kijimuna Specialist or Samurai—though giving up on the life of the hunt also means they give up on gaining their magical ability—which they gain from hunting rituals.

They can see heat sources at 60'.

Kijimuna speak their own language and know enough Trade Tongue to get along with other PCs.

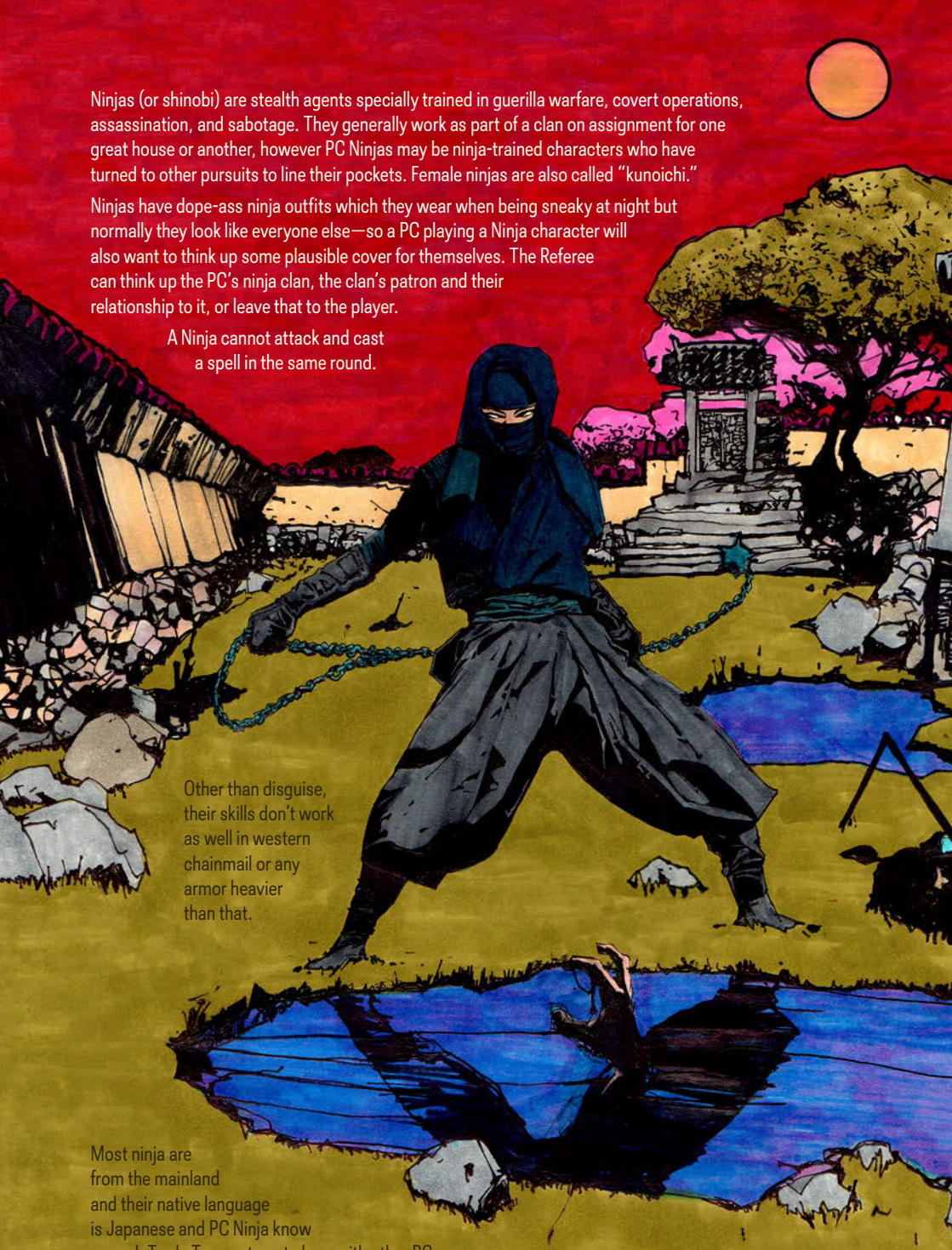
LEVEL	EXPERIENCE	HIT POINTS	SAVING THROWS					SKILL POINTS	TO HIT BONUS
			PARALYZE	POISON	BREATH	DEVICE	MAGIC		
1	0	1D6	14	16	15	14	14	~	+1
2	1,500	+1D6	14	16	15	14	14	~	+2
3	3,000	+1D6	14	16	15	14	14	+2	+2
4	6,000	+1D6	14	16	15	14	14	~	+3
5	12,000	+1D6	11	12	14	13	12	+2	+3
6	24,000	+1D6	11	12	14	13	12	~	+4
7	48,000	+1D6	11	12	14	13	12	+2	+4
8	96,000	+1D6	11	12	14	13	12	~	+5
9	192,000	+1D6	9	10	12	11	10	+2	+5
10	288,000	+2*	9	10	12	11	10	~	+6
11	384,000	+2*	9	10	12	11	10	+2	+6
12	480,000	+2*	9	10	12	11	10	~	+7
13	576,000	+2*	7	8	10	9	8	+2	+7
14	672,000	+2*	7	8	10	9	8	~	+8
15	768,000	+2*	7	8	10	9	8	+2	+8
16	864,000	+2*	7	8	10	9	8	~	+9
17+	+96,000 / LVL	+2* / LVL	5	6	8	7	6	+2	+9

*CONSTITUTION MODIFIERS NO LONGER APPLY

Ninjas (or shinobi) are stealth agents specially trained in guerilla warfare, covert operations, assassination, and sabotage. They generally work as part of a clan on assignment for one great house or another, however PC Ninjas may be ninja-trained characters who have turned to other pursuits to line their pockets. Female ninjas are also called "kunoichi."

Ninjas have dope-ass ninja outfits which they wear when being sneaky at night but normally they look like everyone else—so a PC playing a Ninja character will also want to think up some plausible cover for themselves. The Referee can think up the PC's ninja clan, the clan's patron and their relationship to it, or leave that to the player.

A Ninja cannot attack and cast a spell in the same round.



Other than disguise, their skills don't work as well in western chainmail or any armor heavier than that.

Most ninja are from the mainland and their native language is Japanese and PC Ninja know enough Trade Tongue to get along with other PCs.

All PC Ninja are trained in the following ability:

SHURIKEN TECHNIQUE

A Ninja may throw shuriken (throwing stars) at up to 4 different adjacent targets—roll to hit once and apply that to-hit roll to all 4.

Throwing more than one star at a time in one action at a single target doesn't do anything extra.

Anyone hit by a shuriken thrown by a Ninja must save or be distracted—the next attack on that target by anyone will gain a +2 to hit.

HIT POINTS SEE BELOW

TO HIT +1 *~plus see below*

SKILLS *to start*

CLIMB: 1 IN 6
SLEIGHT OF HAND: 1 IN 6
SNEAK ATTACK: x1
STEALTH: 3 IN 6
DISGUISE: 1 IN 6

OTHER ABILITIES:

At FIRST level and EACH level thereafter, roll D100 once for the Ninja's abilities:

1-23 +1 TO HIT, +D8 HIT POINTS
~plus Constitution modifier

24-48 TWO SKILL POINTS, +D6 HIT POINTS
~plus Constitution modifier

49-73 TWO SKILL POINTS *or* ROLL ON Assassin Style (Chuzan-Ti) TABLE, +D6 HIT POINTS
~plus Constitution modifier

74-98 TWO SKILL POINTS *or* ROLL ON ANY MARTIAL ARTS TABLE, +D8 HIT POINTS
~plus Constitution modifier

99-00 NINJA MAGIC! PICK TWO MAGIC-USER SPELLS, +D8 HIT POINTS
~plus Constitution modifier
~these are first-level spells but each time you re-roll this result you may pick a higher level spell

NOTE A Ninja's sneak attack may be with a ranged weapon

Ninjas also begin with ONE of the following techniques:

TWIN STRIKE

~D4HP+STR modifier damage to two adjacent opponents simultaneously. Roll once—if you hit the harder-to hit target, you hit both. If you fail, you hit neither

DISARMING STRIKE

~D4HP+STR modifier damage plus save or foe loses their weapon*

LEAP STRIKE

~D8HP+STR modifier damage and opponent is knocked prone or back 10 feet, the attacker cannot attack in the round after a leap strike unless they have more than one attack per round, in which case they have one less attack*

SEEKING NEEDLE

~D4HP+STR modifier damage and target take an extra point of damage from every hit target takes from any source thereafter for the next hour

**on a successful hit*

LEVEL	EXPERIENCE	SAVING THROWS					OTHER ABILITY ROLLS
		PARALYZE	POISON	BREATH	DEVICE	MAGIC	
1	0	15	17	16	15	15	1
2	2,000	15	17	16	15	15	1
3	4,000	15	17	16	15	15	1
4	8,000	15	17	16	15	15	1
5	16,000	15	17	16	15	15	1
6	32,000	12	13	15	14	13	1
7	64,000	12	13	15	14	13	1
8	128,000	12	13	15	14	13	1
9	256,000	12	13	15	14	13	1
10	384,000	10	11	13	12	11	1
11	512,000	10	11	13	12	11	1
12	640,000	10	11	13	12	11	1
13+	+128,000 / LVL	10	11	13	12	11	1

There is a long history of piracy in the east Asian seas, with some pirate lords even ascending to become daimyos. Living on the sea and off the luckless, pirates know no teacher but the school of fate so their experiences are tremendously varied—each one arrives with different skills.

A player playing a Pirate will want to think up the name of a ship they were on before they started their current adventure. The Referee should decide where it is and whether the crew likes them or not.

The player of a Pirate PC can select any human language as their native tongue and also know enough Trade Tongue to get along with other PCs.

HIT POINTS D6 PER LEVEL *~plus Constitution modifier*

TO HIT +2

SKILLS

SAILING: 4 IN 6
BUSHCRAFT: 1 IN 6
CLIMB: 1 IN 6
LANGUAGES: 1 IN 6
SEARCH: 1 IN 6
SLEIGHT OF HAND: 1 IN 6
SNEAK ATTACK: x1
STEALTH: 1 IN 6
TINKER: 1 IN 6

CHARGE ATTACK

PC Pirates can recklessly charge into combat, moving up to their full running move (including leaping, swinging on ropes or other acrobatic feats) then attacking at +1 to hit, with no AC penalty, and doing double damage as in a standard LotFP charge. They cannot attack the same target twice this way in the same engagement.

BOLD SWASHBUCKLING

If an enemy wins initiative, a Pirate may attack first anyway—however, if the attack misses, any failure to hit is considered a fumble and something bad happens to the Pirate or their allies. If the game is using group initiative, the rest of the group still takes actions after the foe. If opposing Pirates both attempt to boldly swashbuckle then the Pirate willing to accept the more serious fumble goes first.

CANNY IMITATION

Shipboard life requires learning by doing—often from people who can't speak their language. Pirates learn by imitation—once per round, a pirate may attempt to copy the last action they saw someone else take. It works like this:

1 Someone the Pirate can observe takes an action.

2 On the Pirates' first turn following that action—and before the imitated being takes any other action (except moving)—the Pirate rolls a 50% chance on any dice.

3a If the Pirate succeeds, they may take the exact same action. The Pirate acts as if they had the ability in question (the Pirate does not have to target the same thing the original entity did). The Pirate is treated as if they had made the same die roll(s) as the copied entity. Enemies or other third parties targeted by the copied ability are not treated as if they'd rolled the same dice (for example—saving throws versus a copied action).

3b If it fails, the imitated action simply fails and the Pirate wastes an action—unless the imitated action is a spell, in which case the spell backfires. A backfiring spell will either target the worst possible target or, if that would not be as harmful as the spell would have helped, will in some other way hurt as much as a successful spell cast would have helped.

4 If the imitated action involved a roll, a successfully imitating Pirate is treated as having gotten the same exact roll(s) on the dice as the copied target to the degree possible (for example: a Pirate could try to imitate an enemy's natural 20 with a sword but if the Pirate's holding a knife then the Pirate would roll a 20 if they successfully imitated but then the Pirate would need to roll knife damage instead of sword damage.) The Pirate is not treated as having the same modifiers as the imitated target, but instead the Pirate has whatever modifiers the Pirate would normally have to that task.

A Pirate may even attempt to copy a spell being cast by performing the same movements and speech.

Canny Imitation attempts have a 50% chance of succeeding, always. This 50% chance cannot be modified by experience, magic, or any other way.

A Pirate cannot imitate an action (like flying on wings) which requires body parts or equipment they don't have or don't have an analogue to (you can imitate a sword thrust with a stick, but not a bow-shot without a bow).

A Pirate can imitate a spell that a magic-using PC of the Pirate's level would not normally be able to cast but, if the imitation is successful, the spell is otherwise cast as if a caster of the Pirate's level had cast it for purposes of damage, duration, etc.

The imitation only allows the Pirate to perform (or attempt to perform) an action once, not repeatedly perform it thereafter.

The Referee is encouraged to use common sense in judging imitation attempts, for example: a Language roll is an instantaneous roll that tells you whether a character knows a language already—and has known it for some time. Someone merely imitating them might be able to make themself understood for a round, but they wouldn't suddenly learn the language forever.

LEVEL	EXPERIENCE	HIT POINTS	SAVING THROWS					OTHER ABILITY ROLLS
			PARALYZE	POISON	BREATH	DEVICE	MAGIC	
1	0	1D6	15	17	16	15	15	2
2	1,500	+1D6	15	17	16	15	15	2
3	3,000	+1D6	15	17	16	15	15	2
4	6,000	+1D6	15	17	16	15	15	2
5	12,000	+1D6	12	13	15	14	13	2
6	24,000	+1D6	12	13	15	14	13	2
7	48,000	+1D6	12	13	15	14	13	2
8	96,000	+1D6	12	13	15	14	13	2
9	192,000	+1D6	10	11	13	12	11	2
10	288,000	+2*	10	11	13	12	11	2
11	384,000	+2*	10	11	13	12	11	2
12	480,000	+2*	10	11	13	12	11	2
13	576,000	+2*	8	9	11	10	9	2
14	672,000	+2*	8	9	11	10	9	2
15	768,000	+2*	8	9	11	10	9	2
16	864,000	+2*	8	9	11	10	9	2
17+	+96,000 / LVL	+2* / LVL	6	7	9	8	7	2

*CONSTITUTION MODIFIERS NO LONGER APPLY

PIRATE'S OTHER ABILITIES:

Roll twice at first level and twice each time you level up

1-23 ALL YOUR SAVING THROWS IMPROVE BY ONE

24-67 +1 SKILL POINT

68-72 +1 TO HIT

73 YOU HAVE LEARNED ONE MAGIC-USER SPELL
~It functions as if cast by a 15th level Wizard or your level whichever is higher. Determine the spell randomly (1+D8 for level). It works once, that's it.

74 YOU CAN SUPER-EASILY TRIP ANY BASICALLY HUMAN-SIZED CREATURE THAT IS OTHERWISE ENGAGED WITH SOMEONE *or* SOMETHING ELSE IF YOU ROLL OVER 10 ON A D20
~modified by Dexterity or your to-hit modifier, whichever is higher. This only works once per fight unless the enemy is mindless like zombies or for some reason can't see you pull off this tactic. Re-rolling this result means the trip does damage: D4, then D6, then D8. After that, roll a new ability.

75 YOU'RE GOOD AT STABBING PEOPLE IN PLACES THEY REALLY WISH YOU HADN'T
~If you successfully attack a foe with basically understandable anatomy (like: organs and stuff) with a dagger or other small pointed weapon, you have the option to leave it in—in some horrible place.
~The weapon will do D6 ongoing damage per round and will do D12 if they take it out.
~Yes you can just keep doing this to them over and over like they're a pincushion if you buy a lot of daggers.
~Magical healing will allow safe extraction of the dagger as will decent mundane medical attention.
~If you re-roll this result the die of damage for the ongoing damage goes up: D8, d10, D12, D20. After that, re-roll.

76 YOU KNOW A SECRET. ONE OF TWO KINDS OF SECRET, TO BE PRECISE: EITHER A PIECE OF USEFUL LORE ABOUT A LEGENDARY TREASURE *or* MAGIC ITEM THAT YOU ENCOUNTER *or* AN EMBARRASSING FACT ABOUT AN NPC
~Mechanically: once per session you may astound your party's condescending Wizard by pulling this lore or rumor out of your ass if you roll over 10 on a D20, modified by your Intelligence. If you fail, screw it, you can't do it this session. Re-rolling this means you try for this twice per session, then 3 times, etc.

77 DODGING STRIKE
~If an opponent attacks and misses in mêlée combat, you may immediately make a free, extra, mêlée attack on them, outside the normal initiative sequence.
~After you get this ability once, re-roll.

78 +1 TO SLEIGHT OF HAND, PLUS ON A SUCCESSFUL MÊLÉE HIT, YOU MAY IMMEDIATELY MAKE A SLEIGHT OF HAND ATTEMPT TO GRAB AN ITEM *~other than the target's weapon* OFF A TARGET
~This won't work twice on anyone above zombie-intelligence who sees it.
~Re-rolling this result means you get a bonus to the sleight roll for each re-roll +1, +2, +3 etc. After +10, re-roll.

79 YOU ARE CAPABLE OF GREAT ACROBATIC FEATS *and* DODGES *and* LEAPS
~In combat, this allows you 2 separate move actions at any time and you can attack and break off being attacked with no danger of reprisal once per round.
~So you could go: attack-move-move or move-attack-move or move-move-attack. You may do this once per fight plus one more for every time you re-roll this result.

80 YOU ARE +(ENTIRE CHARISMA SCORE) TO HIT WITH ANY SUDDENLY IMPROVISED WEAPON THE FIRST TIME YOU STRIKE AGAINST ANY INTELLIGENT FOE (WHO THE HELL KNEW YOU WERE GOING FOR THE BREADBOX?) *and* ADD HALF YOUR CHARISMA SCORE TO THE DAMAGE
~Once someone sees (or feels) you do it, it doesn't work again on them.
~Re-rolling this adds +2, then +3, then +4 to the damage, etc. After +10, re-roll.

81 YOU'VE ACQUIRED 2+D4 DOSES OF HORRIBLE DRUGS THAT ARE BAD FOR YOU
~Use DRUGS in the Treasure Table

82 YOUR SILVER TONGUE GIVES YOU A +2 CHARISMA BONUS TO LYING
~If you re-roll this result it goes +2 more, +4, +6 etc. or extra lies per day. After +10, re-roll.

83 YOU MAY ESCAPE DEATH *or* ANOTHER EQUALLY AWFUL FATE EXACTLY ONCE
~You must spend at least a round playing possum to build tension but... surprise, you jumped out of the way just in time! Re-rolling this means you get to do it again.

84-85 YOU ARE SUREFOOTED FROM YOUR LIFE AT SEA
~you always get an extra save to avoid both intoxication or falling down. If you get this again, re-roll.

86 IT'S HARD TO RECONSTRUCT BUT YOU ARE PRETTY SURE YOU SCORED 5000SP *and* SPENT IT ALL IN ONE NIGHT
~Here's how it works: you have exactly ten seconds real time to say what you bought. You now have all that stuff, assuming it adds up to less than 5000SP and is available. You do not get XP for this treasure.

87 YOU ARE + 5 TO HIT WITH A BOW *or* CROSSBOW IF YOU SPEND A ROUND AIMING
~Re-roll? +6, +8 etc. After +10, re-roll.

88-89 YOU GAIN +1 TO YOUR SAILING SKILL *and* 3 SKILL POINTS TO ADD TO BUSHCRAFT BUT IT APPLIES TO WATERBORNE LIFE *and* WETLANDS ONLY
~If you get this again or you're already maxed out on Bushcraft, re-roll.

90 YOU CAN APPRAISE TREASURE TO A NONTRIVIAL *and* NONBORING DEGREE
~you can estimate the value of nonmagical things flawlessly and if a piece of treasure is not what it seems on any level you will get an inkling. As in, you'll go "Is this not what it seems?" and the Referee will go "Yeah, you've seen a lot of jade urns in your day and this is not what it seems somehow—you're not sure how."
~If a treasure has some unusual or hidden feature of a mechanical or physical nature you will sense that it is there on a successful Int roll versus a target 10. You won't know what it is, but you'll sense that it is there. You also have an extra +1 (in 6) and + Int bonus (if any) chance to notice unusual features or traps in rooms if you are familiar with the culture that built the room. If you re-roll this result you are reading now, just roll again.

91 THAT THING YOU WANTED? THE BIG SCORE? THE JEWEL OF THE BLISTERING THRONE? THE PARASITE THAT EATS BAD KARMA? THE MAGIC KNIFE THAT SLITS THROATS ALL BY ITSELF? THE COMELY SIBLING OF THE MONSTROUS PRIESTESS? WHATEVER. IT'S THERE
~4 sessions worth of adventure away or less. Tell your Referee, who then must place it.
~You must have a fair shot at it—like any other reward, but there's no guarantee you will get it.
~If you don't get it by the fourth session you can keep trying or let it go and roll again on this table.
~However if you choose to roll again and then you do get the thing somehow anyway, you lose whatever gimmick you rolled. Referee must think up some clever reason why.

92 +1 CHARISMA TO RACIAL MAX *~excess goes to Wisdom or Intelligence. If you max out all 3, re-roll.*

93 +2 TO WHATEVER SAVE CAN PLAUSIBLY BE DESCRIBED AS "JUMPING OUT OF THE WAY"
~If a save normally means you take half damage, you take none. If you roll this again, re-roll.

94-95 LIFE AT SEA IS ROUGH *and* YOU'VE LEARNED THE HARD WAY
~+2 to Sailing, +2 to Climb, and +2 to Tinker.
~If you've maxed out any of these and want to: re-roll.

96-97 +1 DEX TO RACIAL MAX, EXCESS GOES TO STR *or* CON
~If you max out all 3, re-roll.

98 YOU HAVE ONE GOOD FRIEND FOR EACH PIRATE LEVEL YOU HAVE
~Write these pals down when they appear.
~This ability can be triggered in any civilized area (or uncivilized areas that travelers frequent) and HEY, IT'S YOU!!!. (Referee, get rolling some random NPCs.)
~These will generally be low-level underclass types—thugs, mountebanks, and freakshow performers and, though they have information, they will not be adventurer-material (i.e. they won't help you fight things or open trapped doors for the most part).
~However, if you re-roll this result you may do one of the following things: "upgrade" an existing contact to upper class status (inheritance? or maybe a street walker ascends to an Oiran, the highest priced prostitutes who know the pillow talk and secrets of royal family on down) or "upgrade" an existing contact to adventurer status (that is: you've made it look like fun and they want some, too.)

99 *First:* YOU ARE SKILLED AT PLAYING POSSUM
~If you pretend to go down in a fight you will most likely be ignored thereafter even if everyone else is already dead and will get a +2 to any sneak attacks thereafter.

Also: IN COMBAT, YOU CAN STEALTH UP ON PEOPLE EVEN IF THEY HAVE ALREADY SEEN YOU *and* ARE IN DAYLIGHT SO LONG AS THEY ARE ALREADY FIGHTING SOMEONE ELSE *or* OTHERWISE ENGAGED
~If you re-roll this or if your Referee is the kind that already assumes that you can do this kind of thing, then this ability lets you pretty much keep stealthing over and over in the same combat so long as you switch targets or you can attack the same target so long as you spend one round not fighting them. Subsequent re-rolls after that just add 2 pips to your stealth up to the max and after that you should roll a different result.

00 YOU'VE SEEN *and* DONE SO MUCH THAT NOTHING PHASES YOU
~You are immune to insanity or confusion in any form. Even mind-altering cosmic horrors from the far edge of the cosmos are like whatever.
~You still do fear. Fear is good. Fear keeps you alive.
~Re-rolling this means any allies who can see you likewise get a bonus (+2) to their saves on account of your steady eye. After +10, re-roll.

Samurai are high-status armed retainers for powerful lords—if the lord dies, or they are discharged from service, they become known as ronin. Over the years various forms of warrior code have been articulated to keep the power of the Samurai class in check, and to inculcate a sense of loyalty to their daimyo.

While there are many examples of this code being betrayed or simply altered to emphasize the political expediencies of the moment, samurai will be socially judged on their ability to fit the mold of the devoted and chivalrous warrior.

The Referee can think up the PC's clan or patron and their relationship to it, or leave that to the player.

Most samurai are from the mainland and their native language is Japanese and PC Samurai know enough Trade Tongue to get along with other PCs.

PC Samurai are presumed to have some level of training, such that all have learned the following abilities:

LIGHTNING STRIKE

If a Samurai spends a round in combat within 10' of the enemy doing nothing aside from moving, defending, and observing their enemy, then in the subsequent round they can use their first attack in that round to unleash a close combat strike where they roll three times to hit and pick the highest and—if they succeed—roll damage three times and pick the highest (this only takes one attack, so if the Samurai has multiple attacks per round, they are also free to make other attacks afterward).

NOTE Using "bushi tactics" below does not count as "doing something" for purposes of this ability.

BUSHI TACTICS

So long as you are free to move and within 10' of the enemy, once per encounter you can place yourself so as to give any other PC an extra non-attack (that is: not a traditional "roll to hit, roll for damage" type weapon attack or attempt to grapple, disarm, etc.), non-spellcasting action.

HIT POINTS D8 PER LEVEL *~plus Constitution modifier*

TO HIT +2 *~plus 1 per level after first*

LEVEL	EXPERIENCE	HIT POINTS	SAVING THROWS					TO HIT BONUS	OTHER ABILITY ROLLS
			PARALYZE	POISON	BREATH	DEVICE	MAGIC		
1	0	1D8	16	14	17	15	18	+2	0
2	2,000	+1D8	16	14	17	15	18	+3	1
3	4,000	+1D8	16	14	17	15	18	+4	1
4	8,000	+1D8	15	13	16	14	17	+5	1
5	16,000	+1D8	14	12	15	13	16	+4	1
6	32,000	+1D8	14	12	15	13	16	+7	1
7	64,000	+1D8	14	12	15	13	16	+8	1
8	128,000	+1D8	12	10	11	11	14	+9	1
9	256,000	+1D8	12	10	11	11	14	+10	1
10	384,000	+3*	12	10	11	11	14	+10	1
11	512,000	+3*	10	8	9	9	12	+10	1
12	640,000	+3*	10	8	9	9	12	+10	1
13+	+128,000 / LVL	+3* / LVL	10	8	9	9	12	+10	1

*CONSTITUTION MODIFIERS NO LONGER APPLY

SAMURAI'S OTHER ABILITIES:

Each time the Samurai levels up, roll once on this D100 table

1-34 +1 TO HIT. MAX +10
~not including ability score modifiers
~Re-roll this result after +10.
~If you get this result and don't want it, you may re-roll on this table until you get something else.

35-57 +1 TO ALL YOUR SAVING THROWS
~If you get this result and don't want it, you may re-roll on this table until you get something else.

58-59 +2 TO ANY SAVE *or* CHECK INVOLVING JUMPING OUT OF THE WAY
~+1 thereafter if you re-roll this.

60-61 +2 *vs* TOXINS, POISONS *and* WHATEVER OTHER SAVES MIGHT BE CONSIDERED DERIVABLE FROM YOUR GENERAL GOOD HEALTH IN THE SYSTEM YOU'RE USING.

62-63 ON A MÊLÉE HIT YOU CAN DO YOUR USUAL DAMAGE PLUS THE FOE MUST SAVE *or* BE KNOCKED BACK TEN FEET
~If you roll this result again, the first time you shove a human-sized opponent they get no save and only get a save on second and subsequent shoves.
~If you roll this ability again, re-roll.

64-65 ON A MÊLÉE HIT YOU CAN DO YOUR USUAL DAMAGE PLUS THE ENEMY MUST SAVE *or* BE KNOCKED PRONE
~If you roll this result again, the first time you knock over a human-sized opponent they get no save and only get a save on second and subsequent knock attempts.
~If you roll this ability again, re-roll.

66-67 ON A HIT YOU CAN DO YOUR ORDINARY DAMAGE PLUS DISARM AN OPPONENT IF THEY FAIL A SAVE
~If you reroll this result they get a penalty to their save, -1, then, if you reroll -2, etc. Max -10.

68-69 YOU HAVE DEVELOPED A CREATIVE, NONCOMBAT, HOBBY IN COURT
~calligraphy, poetry or painting—pick one.
~you are +2 to impress anyone who is familiar with your work.
~If you re-roll this you may pick another talent or re-roll.

70-71 YOU'VE BEEN GETTING OUT *and* MEETING NEW PEOPLE
~You are now +2 to hit from horseback or +2 to hit in unarmed combat or +2 to hit with a bow.
~Your choice. If you eventually roll all of those and keep re-rolling this result, re-roll.

72-73 AN EXTRA ATTACK PER ROUND
~You divide your attack modifier however you like between opponents / strikes.
~You get an extra attack per round every time you re-roll this result.

74-75 +2 TO CHECKS TO INTIMIDATE PEOPLE *~+2 more when your re-roll this thereafter, max +10.*

76-77 YOU ARE EXTREMELY RESILIENT
~You can declare that a single hit that normally would have killed you just maimed you instead—one time.
~You lose an arm below the elbow or leg below the knee, your choice.
~If you re-roll this you can "bank" another one or, if you've already lost a limb, the next time you get magically healed it comes back.

78-79 +1 DAMAGE IN MÊLÉE WITH A SPECIFIC MÊLÉE WEAPON OF YOUR CHOICE
~If you roll this again it jumps to +2, then +5, +7 etc. to a max of +10 total including any other modifiers you have.

80-84 YOU ARE A MASTER OF TACTICS *and* HAVE TRAINED YOUR FELLOW ADVENTURERS EVEN BETTER THAN BEFORE
~Once per encounter you can give any other PC another extra non-attack (that is: not a traditional "roll to hit, roll for damage" type weapon attack), non-spellcasting action as in the Bushi Tactics ability. Re-rolling this lets you do it yet another time per fight (though not in the same round).

85 AHA!!! YOU'VE HEARD A RUMOR IN A TAVERN—THAT THING YOU WANTED? THE RIDING PANTHER? THE BLADE OF NINETY NYMPHS? THAT KING TOTALLY WILLING TO LEND YOU HIS ARMY? THE PARASITIC EXTRA LIMB THAT GRANTS YOU IMMORTALITY? THAT ROMANTIC SUBPLOT? IT'S THERE
~4 sessions worth of adventure away or less. Tell your Referee, who then must place it.
~If you get this a second time, take it or re-roll.
~You must have a fair shot at it—like any other treasure, but there's no guarantee you will get it.
~If you don't get it by the fourth session you can keep trying or let it go and roll again on this table.
~However if you choose to roll again and then you do get the thing somehow anyway, you lose whatever gimmick you rolled. Referee think up some clever reason why.

86 YOU HAVE AN EXCEPTIONALLY (THOUGH NOT SUPERNATURALLY) INTELLIGENT *and* LOYAL HENCHMAN, HOUND, *or* HORSE *~your choice*
~This individual cannot be slain, kidnapped or otherwise traduced "offscreen" by the Referee, so if he or she's in trouble and your PC is not around you get to play it out.
~If you re-roll this and your previous one is not dead, you get to add another hit die to your pal.

87-88 YOU ARE IMMUNE TO FEAR, MAGICAL *or* OTHERWISE
~If you re-roll this, your companions gain a +2 vs fear if they can see you, then +4 etc. up to a max of +10. After that, re-roll.

88-90 WHICH OF THE FOLLOWING ENVIRONMENTS HAS YOUR PC SPENT THE MOST TIME FIGHTING IN: CITY, DUNGEON, WILDERNESS, DESERT, *or* SEA? WHICHEVER IT IS, YOU CAN NOW ANTICIPATE WANDERING MONSTERS A ROUND AHEAD OF TIME IN THAT ENVIRONMENT *and* ARE IMMUNE TO NONMAGIC SURPRISE THERE
~If you re-roll this again you can pick a second environment. After that, re-roll.

91-92 IMPETUOUS IMMORTAL LEAPING STRIKE
~You leap six feet in the air and do double damage if you connect.
~You can't pull it twice on the same foe and it puts you in a bad position, defensively—you cannot attack in the round afterwards, unless you have more than one attack per round, in which case you have one less than usual.
~If you re-roll this, the damage goes up by 2 points each time.

93-94 YOU HAVE PICKED UP HUNTING SKILLS
~Bushcraft +1 and +1 to hit with a longbow.
~Subsequently re-rolling this result gives you more points of Bushcraft and another +1 to hit up to a max of 6 / 6 and +10. After that, re-roll.

95 +1 DEXTERITY UP TO RACIAL MAX
~Numbers in excess go to Strength or Constitution. After that: re-roll.

96 +1 STRENGTH UP TO 18 MAX
~Numbers in excess go to Constitution or Dexterity. After that: re-roll.

97 +1 CONSTITUTION UP TO RACIAL MAX
~Numbers in excess go to Strength or Dexterity. After that: re-roll.

98-99 THE ART OF WAR EXTENDS WELL BEYOND COMBAT
~you gain 2 skill points in (choose one) Bushcraft, Climb or Sailing.
~If you roll this again you get 2 more skill points—if you max out all three skills, re-roll.

00 SOMEONE MANAGED TO TEACH YOU A SPELL
~The formula is bouncing around in your brain dying to be unleashed.
~It's any spell you want, up to 8th level, and it will work as if cast by a 15th level Wizard.
~It will work once, period. Ever. You have to be able to speak in order for it to work but no other restrictions apply.

YUTA

The Yuta are female priestesses who practice Awa Nikko's primordial spirit magic. They act as advisors, healers and protectors to the people of Awa Nikko, and serve as a conduit between the world of spirits and the world of humans. Most Yuta powers are based in ritual, so the person who plays a Yuta must be crafty and patient—their abilities are powerful but require advance preparation.

Yuta are nearly always Awa Nikkan and their native language is Awa Nikkan, they also speak Yokaigo—the language of spirits—and PC Yuta know enough Trade Tongue to get along with other PCs.

HIT POINTS D6 PER LEVEL *~plus Constitution modifier*

TO HIT +1

SKILL BUSHCRAFT: 2 IN 6 *~plus Wisdom modifier, if that modifier is positive*

OTHER ABILITIES:

All Yuta have access to the *Yuta's Curse* spell which can be cast whenever the conditions are met

LEVEL	EXPERIENCE	HIT POINTS	SAVING THROWS					MAX SPELL LEVEL	MAX SPELLS PER DAY	MAX # OF MAGIC ITEMS	CASTING TIME
			PARALYZE	POISON	BREATH	DEVICE	MAGIC				
1	0	1D6	14	11	15	12	15	1	2	1	60
2	1,500	+1D6	14	11	15	12	15	2	3	2	30
3	3,000	+1D6	14	11	15	12	15	3	4	3	20
4	6,000	+1D6	14	11	15	12	15	4	5	4	15
5	12,000	+1D6	12	9	14	10	12	5	6	5	12
6	24,000	+1D6	12	9	14	10	12	6	7	6	10
7	48,000	+1D6	12	9	14	10	12	7	8	7	9
8	96,000	+1D6	12	9	14	10	12	8	9	8	8
9	192,000	+1D6	10	7	12	8	9	9	10	9	7
10	288,000	+2*	10	7	12	8	9	10	11	10	6
11	384,000	+2*	10	7	12	8	9	11	12	11	5
12	480,000	+2*	10	7	12	8	9	12	13	12	5
13	576,000	+2*	8	3	8	4	6	13	14	13	5
14	672,000	+2*	8	3	8	4	6	14	15	14	4
15	768,000	+2*	8	3	8	4	6	15	16	15	4
16	864,000	+2*	8	3	8	4	6	16	17	16	4
17+	+96,000 / LVL	+2* / LVL	6	2	8	4	5	17+	18+	17+	4

*CONSTITUTION MODIFIERS NO LONGER APPLY

YUTA'S CURSE

Yuta will be able to immediately bestow a curse on anyone who directly harms them in anger—these curses fit the form of:

EACH TIME YOU _A_ THEN _B_ WILL ALWAYS HAPPEN.

The "A" cannot be something the PC must do every day in order to live the way they usually do and the B must be no worse than the harm inflicted on the Yuta, and must be less harmful than the effect of the most powerful other spell the Yuta has access to. Once a creature is suffering under a *Yuta's Curse**, they cannot suffer another *Yuta's Curse** from anyone. The curse does not take an action.

No two *Yuta's Curses** can be alike.

Spiritually sophisticated creatures like demons and spirits generally know enough not to harm a high level Yuta directly.

In addition, Yuta can cast ritual spirit magic spells, which does not function like the ordinary magic-using classes. The rules are as follows:

~The Yuta may cast any spell on the list here equal to her level or less—so a third level Yuta may cast first, second or third level Yuta spells. She does not have to prepare them in advance.

NOTE Just because a spell is a given level for a Cleric or Magic-User does not mean it is the same level for a Yuta.

~No matter what the original spell description says, each spell takes one hour to cast divided by the Yuta's level. So a 4th level Yuta would cast spells in 15 minutes.

~In addition to any number of Yuta's Curse* *spells, the Yuta may cast a number of spells per day equal to their level+1. So a third level Yuta could cast four spells a day.*

~Also, instead of casting a spell normally, the Yuta can imbue an ordinary object with the ability to activate that spell one time—this works much like a Greater Contingency* *spell only the magical effect takes place when someone interacts in a certain way with an object. So, for example, a potion may be created that allows anyone who drinks it to* Detect Evil.

~Although the Yuta can prepare such objects in advance, only a number of enchanted objects equal to the Yuta's level may exist at once. So a first level Yuta can cast two spells in a day (each taking an hour) while carrying one magic item she has created the day before—or months before. Once an object has used up its magic it no longer counts against the total.

There are other work-arounds for Yuta to activate magic on short notice—both the *Greater Contingency** spell and the *Bestow Spell Ability* spells are available to the Yuta at low levels, and, though each takes time to cast, the spells that these "meta" spells in turn carry will be cast instantaneously like regular Cleric or Magic-User spells. So a while a low-level Yuta cannot cast a *Bone Curse** spell on an enemy immediately after being surprised by an ambush, she could spend time to prepare a *Greater Contingency** spell that activates *Bone Curse** on an enemy if she is attacked or spend time to prepare a *Bestow Spell Ability* spell that then gives her or an ally the ability to cast the *Bone Curse** immediately. These kinds of "personal" spells usually take the form of a painted symbol or tattoo on the body of the creature bearing the spell.

Now you may be thinking: all that seems really exploitable! Could I make a *Greater Contingency** that if I point my finger like this a *Bone Curse** instantly activates? Yes. You can. That's the point. You're using up a spell slot while it sits unused and you are using a day's slot for the *Greater Contingency** but that's within the rules. Can I make it so 4 spells go off when I do that? Sure if you've got the slots? Can I create a *Yuta's Curse** that says any time the enemy comes toward me they cannot attack in their next action? Sure. The Yuta is powerful, especially at high levels and especially in the hands of a creative player. And, moreover—the point of this kind of fairy-tale magic is that it is legalistic and bound by esoteric rules—if your friend the Ninja accidentally gets *Bone Cursed** because they rolled a 1 and accidentally shot you in the leg with an arrow, that's how this kind of world is meant to work.

~If a Yuta spell comes up in a context outside of a Yuta casting it normally (the spell is in an item, for instance) that spell activates immediately unless otherwise noted.

The list of spells available to Yuta follows. The descriptions of all the new spells begin on page 198.

SPELL LIST

*Spells marked with a * are described in this book, otherwise they're in the main LotFP Rules and Magic book.*

FIRST LEVEL

BLESS
BONE CURSE*
COMMAND
CURE LIGHT WOUNDS
DELAY POISON
DEMAND
DETECT EVIL
DETECT MAGIC
FORTUNE*
GREATER CONTINGENCY*
IDENTIFY
INVISIBILITY TO UNDEAD
MENDING
NATURAL WARD*
PURIFY FOOD AND DRINK
REMOTE SURVEILLANCE
REMOVE FEAR
RESIST COLD
RESIST FIRE
SANCTUARY
SHELL AUGURY*
SPEAK WITH BIRDS*
SPEAK WITH INSECTS*
SPEAK WITH DEAD
SUGGESTION
SUMMON SPIRIT*
TURN UNDEAD

SECOND LEVEL

ATTRACT UNDEAD
~reverse of Invisibility to Undead
AUDIBLE GLAMOUR
COMPREHEND LANGUAGES
CONFUSION
CONTACT CURSE*
CONTACT SPIRIT*
DEMAND
DETECT INVISIBLE
DETECT LIE
DISPEL MAGIC
~Cleric version
ESCAPE*
EXTENSION
FORCE OF FORBIDMENT
FORGET
HIDE OBJECT
~reverse of Locate Object
HOLD PERSON
HOLD SPIRIT*
LEGEND LORE
LOCATE OBJECT
MINOR SYMBOL*
OBSCURE LANGUAGES
~reverse of Comprehend Languages
PLANT GROWTH
PROTECTION FROM EVIL
~10' Radius
REPEATING CURSE*
SECRET PAGE
SLEEP
SLOW
~reverse of Haste
SPEAK WITH FISH*
SPEAK WITH PLANTS
SPIRITUAL SENSITIVITY*
SUMMON SHISA*
VENTRILOQUISM*

THIRD LEVEL

ANTIPATHY / SYMPATHY
BESTOW SPELL ABILITY
CHANGE SELF
DETECT ILLUSION
EXORCISM*
FIND MAJO ANIMAL*
FORBIDDANCE
RITE OF SAFE CONDUCT*
SACRIFICE
SPEAK WITH ANIMALS*
SORCERY POOL*

FOURTH LEVEL

MIND BLANK
PLANT EFFIGY*
PROTECTION FROM MAGIC*
WATER BREATHING
WIZARD LOCK

FIFTH LEVEL

CONSECRATE OBJECT*
LOSE THE PATH
~reverse of Find the Path
MAGIC VESTMENT
NATURAL PROTECTION*
NEUTRALIZE POISON
REMOVE CURSE
SILENCE *~15' Radius*
SPELL IMMUNITY

SIXTH LEVEL

CURE SERIOUS WOUNDS
FIND THE PATH
GUST OF WIND
HOLD MONSTER
INSECT PLAGUE
SPELL TURNING
STONE TO FLESH
TRUE SEEING
VEIL

SEVENTH LEVEL

DARKNESS
~reverse of Light
EXPLOSIVE RUNES
HOWL OF THE MOON
LIGHT
POISON VERSE—DEAFEN*
SPEAK WITH MONSTERS
SPIRITUAL VISION*

EIGHTH LEVEL

AIRY WATER
CLAIRVOYANCE
COMMUNE
CONTACT OUTER SPHERE
CURE CRITICAL WOUNDS
DISPEL EVIL
ESP
FEEBLEMIND
POLYMORPH SELF
SECRET CHEST
SIMULACRUM
STATUE
STRANGE WATERS II
WALL OF FOG
WITCHLAMP AURA

NINTH LEVEL

CHAOS
PHANTASMAL PSYCHEDELIA
PROTECTION FROM NORMAL MISSILES

TENTH LEVEL

ANIMATE DEAD
POLYMORPH OTHERS
QUEST
HEAL
MAGIC JAR
MIRROR IMAGE
POISON VERSE—BLIND*
SEVEN GATES
WALL OF STONE
WIZARD EYE

ELEVENTH LEVEL

ANIMATE DEAD MONSTERS
GEAS

TWELFTH LEVEL

ANTI-MAGIC SHELL
CLOUDKILL
CONTROL WEATHER
EARTHQUAKE
HOLD NATURE*
POWER WORD STUN
PROTECTION FROM NORMAL WEAPONS
PART WATER

THIRTEENTH LEVEL

DEATH SPELL
HOLY WORD
SYMBOL

FOURTEENTH LEVEL

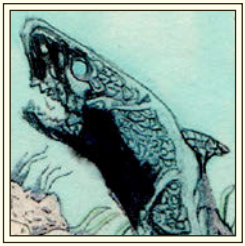
PERSISTENCE*
POWER WORD KILL
TRAP THE SOUL
TIME STOP

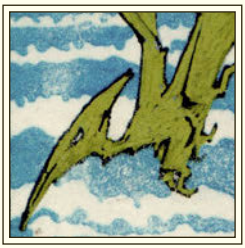
FIFTEENTH LEVEL

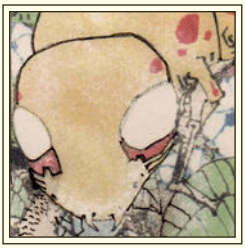
WAR MAGIC*

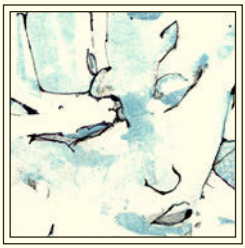
YUTA'S CURSE

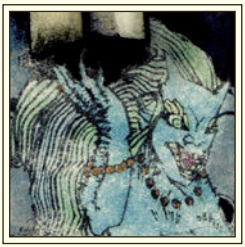
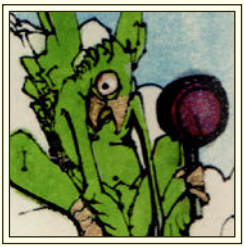
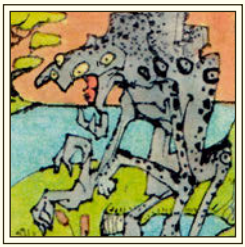
Available to all Yuta at any level, see spell description for details









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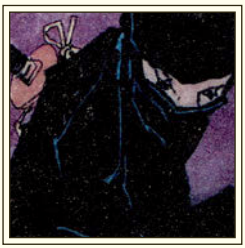
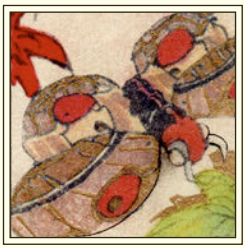
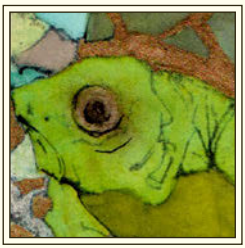
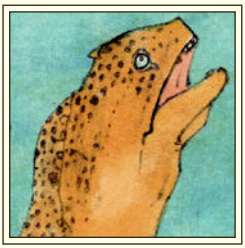
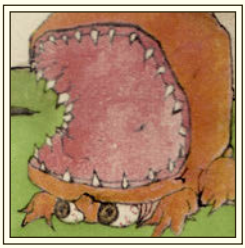
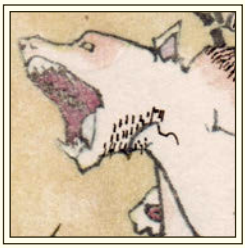
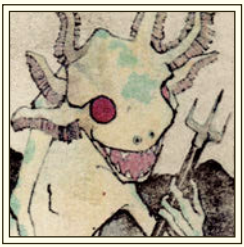








Inhabitants are arranged by the environment they most commonly appear in, and mostly alphabetically after that. In the jungle and coast, the many mutated versions of ordinary island animals are presented under the animal's name (Giant Bat under "B" for instance).

Stats presented are for **Lamentations of the Flame Princess** RPG—unaltered armor class starts at 12 and goes up from there but otherwise it should look like most early-era fantasy games and their modern simulacra.

The shield-shaped red stamp indicates Armor Class.

The text in Japanese is just the creature's name in Japanese.

Entries for demons refer to "demon immunities," these are:

~Demons don't need to breathe or digest, don't age, and are immune to poison, etc. and cannot be mentally controlled with magic.

~Animals will avoid demons. High Lake water does D6HP damage to them.

~Only magic weapons, weapons coated in High Lake water, the blood of another demon, blessed or consecrated by a cleric, noro, or yuta (or wielded by a blessed individual) can harm demons.

In addition, the isle of Awa Nikko—especially the jungle and coast—are home to a tremendous number of nature spirits—deer spirits, rock spirits, plant spirits, spirits on fire all their lives, et cetera. As each is unique, they need to be generated individually using the *Summon Spirit** spell which appears in the New Spells section of this book. In addition, there are 10 Awa Nikkan spirits listed in the SOME SPIRITS ON AWA NIKKO section in the tables later in the book.

The beasts and people listed here are merely the most distinctively Awa Nikkan of dangers, however, any creature you deem appropriate might make its way to Awa Nikko. A visiting dignitary might bring a pair of tigers to the island—and the pair might escape and breed, an adventuring wizard might summon any number of creatures to aid them in the Nebulith—and then die before they can banish them. If a monster seems appropriate, feel free to put it in.

*described on p. 204

BESTIARY TABLE OF CONTENTS

SUBCREATURES OF THE LOWER DEPTHS

FIREFLY WOMAN 73
HELLBENDER 73
HIDDEN KING, THE 74
LOST HUMANOIDS 75
MANTIS PEOPLE 75
MEGALOID 76
SPECTRUM SPIDER 76
SWALLOWING DEMON 77
UNDERMUTANT 77

BEASTS OF THE CENTRAL NEBULITH

CAVE WYVERN 78
CLOUD SLITHER 78
LADYBUG, GIANT 79
MARBLED SWARMS *~or Cloud Dead* 79
MIST PHANTOM 80
PTERODACTYL 80,94
TENGU 81
VIOLET PALESNAIL 81

DWELLERS IN THE UPPER REACH

AWOKEN 82
CERULEAN ORDER, THE 83
ONI, RED *or* BLUE 84-85
ONI, GREATER, RED *or* BLUE 84-85
SHISA 86
THE MIST WOMAN 87

JUNGLE HAZARDS

BAT, GIANT 88
CATERPILLAR, GIANT 88
DOG, BOONIE 89
DOG, MUTANT BOONIE 89
FROG, GIANT 90
GECKO, GIANT 90
HABU SNAKE 90
KAKASHI 91
KIJIMUNA 92
LEOPARD CAT *Iriomote Yama Neko* 93
MILLIPEDE, GIANT 93
MOTH, GIANT 93
NEWT, GIANT SWORD-TAILED 94
OWL, GOBLIN 94
PEACOCK, 30-EYED 95
RAIL, AWA NIKKO *Yanbaru Kuin* 95
SPIDER, GIANT HALF-MOON 96
SPIDER SWARM 97

DANGERS OF THE AWA NIKKAN COAST

CRAB, GIANT COCONUT 98
EEL, GIANT 98
IZUMI THE SEASNAKE MEDUSA 99
KUBASAKI DRAGON OF AWA NIKKO 100
OCTOPUS, GIANT 102
REEF PICKER 102
SEABASTION 103
SEASNAKE 103
SEASNAKE, GIANT 103
SENTINEL HERON 104
SHARK, GARGANTUAN NINJA LANTERN 104
SHARK, GOBLIN 104
SPOTTED STINGRAY 105
TURTLE, GIANT 105

HUMAN DENIZENS OF AWA NIKKO

BANDIT 106
CLOUDSCRAPER 106
LOCAL TOUGH 107
MONK 107
NINJA SPY 108
PALACE GUARD 109
PIRATE 110
PIRATE LORD 110
RONIN 111
SAGE 112
SAMURAI 111
WIZARD 113
YUTA 114

Sub-Creatures of the Depths

half-woman, half-insect, herbivorous, 6' tall. human intelligence. these usually harmless fungi-eaters will sometimes hire themselves out to cloudscrapers as living lanterns.

16 hd 2 hp 10
spd 120' run, fly, climb
morale 5
atk +2 to hit bite d6 h.p.
special fly spider climb their light reaches 30' see in darkness

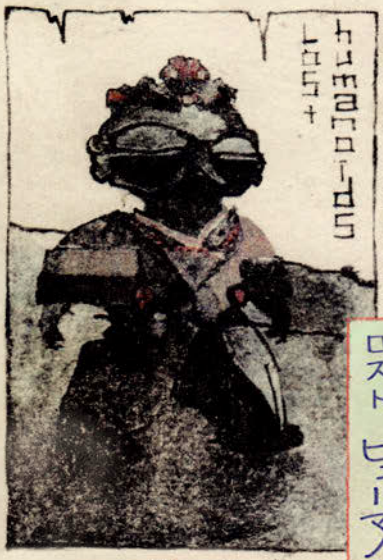
5-12' tall

15 hd 8 hp 40
spd 120' run, swim, climb
morale 9
atk +8 to hit d10+2 h.p., pole arm or machete or net or throwing knife d6 h.p.
special stealth 5/6, spider climb, amphibious
defense usual demon immunities

salamander-like demons who build their anti-temples in rockpools and heavily stalactited caves. like the megalolds, they capture humans, enslave them, break their spirits, and sell their souls to celestial oni to fuel their lanterns.

The Hidden King
見知らぬ王
20
hd 17
hp 85
speed 12□
mandle 12
atk 3atks
+8 to hit
claw or bite,
d12 or cast
one
spell
per
round
—
each spell
usable 2/day
→
The mandibled lord of all crawling things beneath the surface. an inscrutable schemer, clever and vicious
Spells:
darkness, clairvoyance, dispel magic, forget, shades, web of limbs– [as web but it's insect legs], fog cloud, cause fear, faerie fire, enlarge, slow, passwall, ray of enfeeblement, summon, seven gates, speak w/dead, charm monster, wall of fire, cloudkill, contact outer sphere, transmute rock to mud, wall of stone, stone to flesh, maze, remote surveillance
in addition to the usual demonic immunities, the hidden king is immune to spells cast by individuals of less than 8th level– though he is not immune to magic items of any kind

Little is known of the civilization that once ruled Awa Nitiro, save that they possessed great wealth and power. Some have survived by unknown means and they seem to exist only to protect their ancient secrets and treasures.



4' tall

ロスト ヒューマノイド

different humanoid castes apparently cast different spells at will - as often as 10 times per day. Their eyes glow in warning first.

hd 3 hp 12
spd 120'
morale 12
atk by spell
special roll for spell ability d4 -
1. heat metal
2. sleep
3. cause fear [reverse of remove fear]
4. cone of decay - everyone in a 20' cone save or take d6 h.p. and armor falls apart

see in darkness

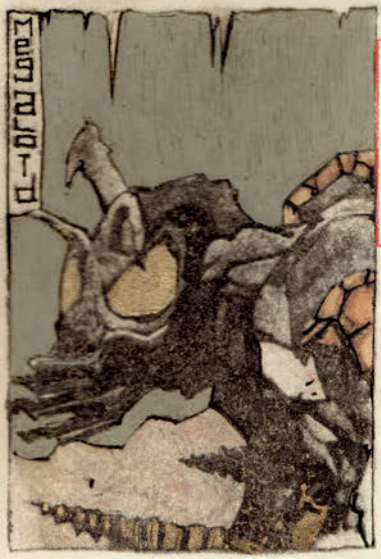
マンティス ピープル

hd 7 hp 35
spd 120' run, climb
morale 10
atk +7 to hit claw d10 h.p. or throw petal-bladed shuriken d8 hp
special see in darkness, spider climb

armed, predatory, organized, 8' tall, eager for blood

Infernal creatures, wicked beyond measure, chitinous and clawed, able to carve tunnels in the earth with their bodies, in all shapes and sizes. Like hellbenders, they capture and trade humans to use as slaves, break their spirits, and sell their souls to the Celestial oni high in the upper Nebulith to fuel their lanterns.

16 hd 5 hp 25
Spd 120 [run or climb]
60 [burrow]
Morale 11
Attk +5 to hit bite or drill-claw d10 h.p.
Special See in darkness, Spider Climb, burrow, 25% can fly at 60' per round
Defense usual demon immunities



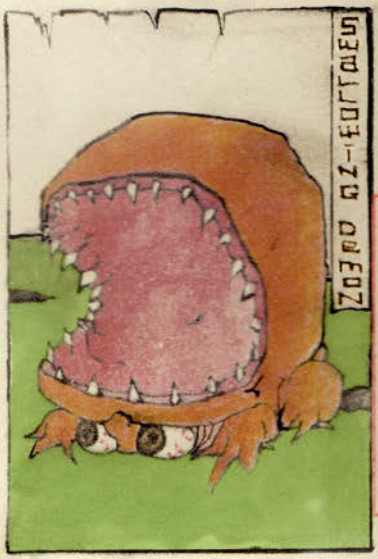
メガロイド

4-8' tall

16 hd 7 hp 35
Spd 120' [run or climb]
Morale 10
Attk 2 atks/rnd +7 to hit d8 h.p. bite
Special See in darkness
Cast a spectral web -at will-
as web spell but rainbow-iridescent and if a creature is trapped a faerie fire-like effect activates on them. The effect lasts d4 rounds after the victim escapes the web.

10' diameter, sleekly beautiful, waits for hapless travelers to bumble into its glittering webs. Often used by intelligent creatures as a living trap.

スペクトラム スパイダー



4' diameter

18 hd 8 hp 40
spd 100' run or climb
morale 11
atk +8 to hit d12 bite or swallow for d8 h.p. plus you're effectively grappled inside the demon's [armor 18] mouth
special see in darkness and spider climb
defense usual demon immunities

huge heads on tiny legs that hinge open to trap the unwary and sell them as slaves.

They have a terrible sense of humor.

pale, creepily slight, hairless nude humanoids with three heads, d4 legs, a mouth in the chest, arms ending in spikes, and one other random extra limb.

They eat people of course.

12 hd 6 hp 24
spd 90'
morale 9
atk +6 to hit d10 spike attack
special see in darkness. Each head has 8 h.p.
- Left can duplicate the whole mutant
- Right can imitate any sound or voice
- Center can see

Human-sized.

Beasts of the Central Nebulith

Jewel Wyvern

ケーブワイバーン

[19] hd 10 hp 40
Spd 240' or glide at 60'
Morale 10
Atk +10 to hit bite for d12 h.p.
Special for every 3 rounds of gliding the wyvern must rest for 3 on the ground without flying.

Large reptilian predators up to 40' long with half-formed wings which glide on air-currents through caverns and two legs with pairs of hook like claws allowing them to move with shocking speed.

Cloud Slither

クラウド スライダー

Moist and sliding carnivorous fungi pillars, coming upon parties in packs of 3 or more.

3-5' long.

[12] hd 3 hp 15
Spd 120' crawl or climb
Morale 8
Atk nibble for d4 h.p. or +3 to hit - touch causes target to save or jump as far down as they can in a round.

Giant Lady Bugs

ジャイアント レイディーバグ

17 hd5 hp25
spd 120' walk, climb, or "hop"
morale 6
atk +2 to hit bump into you 1h.p.
special Giant lady bugs can fly at 60' for 2 rnd. bursts before resting for 2 rounds.

These peaceful creatures, 5' across, feed on the nebulith fungi. Tengu of high rank often ride them across and through the cloud.

Marbled Swarms

クラウド デッド

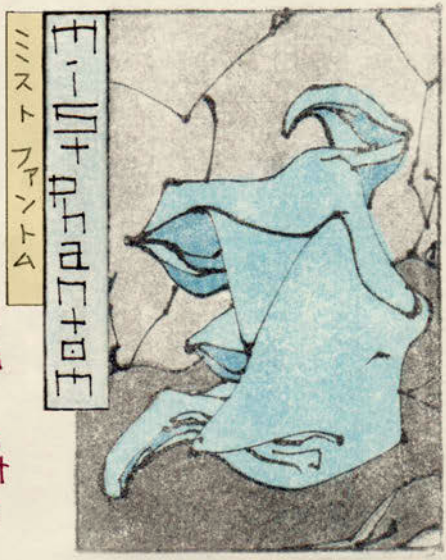
human-size.

12 hd 1 hp 4
spd 120'
morale 12
atk +1 d6 hp. claw or dogpile to grapple at +1 to hit per swarm member attacking and str equal to 3 times the number of swarm members.
defense usual mind-less undead immunities.

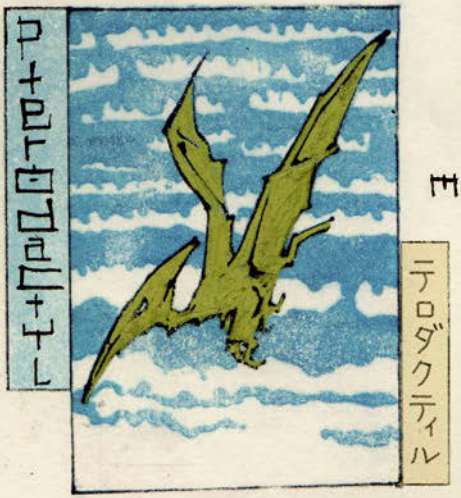
The Marbled Swarms, or Cloud Dead, are soulless corpses with exquisite, patterned skin brought to cannibalistic unlife by the cloud's magic.

eerie, intelligent oozing fungal creatures that live in steaming, labyrinthine complexes studded with algae baths. Their ideas and language are difficult to grasp so they can be friend or foe.

hd 4 hp 20
spd 120' glide or crawl
morale 8
atk +4 to hit d6 h.p. claw or sting touch save or be unable to do anything but defend each round until you do save



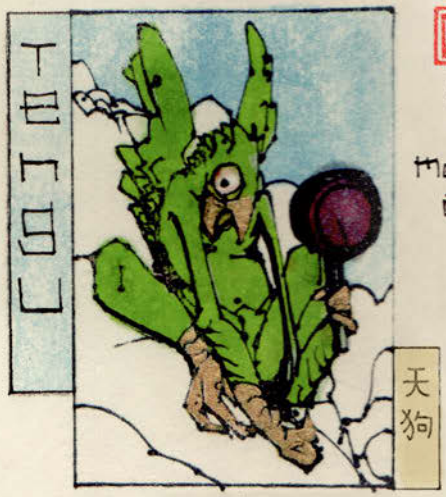
approx 5' diameter



30' wingspan

hd 5 hp 25
spd 150' walk or fly
morale 9
atk +5 to hit 2d4 h.p.

airborne carnivores thought long dead before being unearthed by the great eruption.



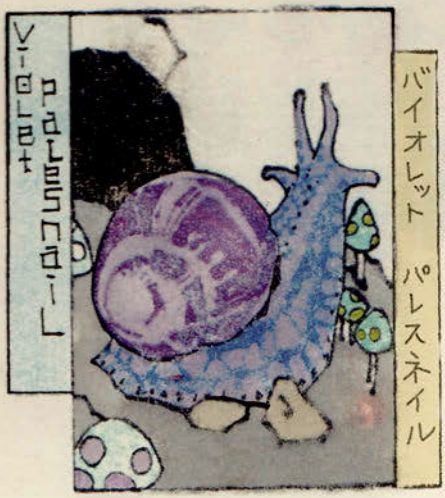
3'-5' tall

14 hd2 hp8
Spd 120' run
60 fly
morale 7
atk +2 to hit
tengu can
cause any
weapon to
do d6 h.p. -
kettle,
shoe,
frying pan,
mirror,
lantern,
whatever.

Eastern
goblins
with beaks
and wings.
Full of
mischief,
they enjoy
harassing
Cloudscrapers
and Nebulith
inhabitants
alike.

19 hd5 hp20
Spd 90' crawl or climb
60 swim
morale 8
atk +5 to hit acid
bite for d8 h.p.
Special amphibious

8' carnivorous creatures
with translucent bodies
and magnificent purple
shells. Will attack
out of fear as
much as anything.



Awoken

HD 3, HP 15
Spd 100
Morale 8
Atk +3 to hit
Save or lose a personality trait (of the referee's choice) for one hour. Losing the same trait three times means it's lost forever.

Those souls who were frozen along with the explosion itself so never ascended past this plane. Lying unmoving until disturbed, these ancestors of those living below still dream and desire. They remember human wants - a share of their family's farm or a need to have a family member marry one of the cloud dead, etc. They will give great rewards to those who aid them but their behavior is weird and erratic. They have forgotten how to be human so may steal parts of the PCs' personalities - their bravery, their conscience, their creativity, their friendliness, their piety, etc.

Special:
- The personality theft is a touch power - it gains the stolen trait for an hour and its saves increase by 3.
- The awoken can only be harmed by magic or magic weapons - other attacks pass through them
- Mind-affecting magic has a 50% chance of having a reverse effect targeting the caster instead

The Cerulean Order

14 hd 4 hp 2e
spd 100'
morale 12
atk +4 to hit w/staff, kama, or palm for d6. Or +4 to hit to steal a personality trait - as a woken power

Special and defense

Just like the other awoken plus immune to [even magical] cold.

These are a group of awoken who were monks in life, and now crowd the domed monastery overlooking the High Lake, where they fanatically worship the mist woman → and await her ascension to the throne of heaven. They believe the Dozen kings wish to destroy her and will attempt to involve party members into plots against the kings. They're creepy but honest.

鬼 Oni

Oni are cruel mage-ogres that live in strange towers carved into the upper slopes. They all have the usual demon immunities.

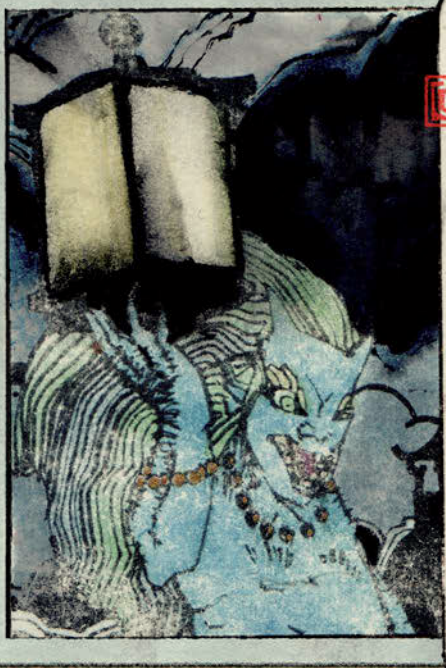
Most oni are 15' tall

Blue Oni spells-
comprehend languages,
sleep,
darkness,
force of forbidment,
invisibility
mirror image,
phantasmal force,
wall of fog,
gust of wind,
stinking cloud,
dispel magic
polymorph self

アオオニ

Blue Oni- cackling, cruel, practiced in deception

16 hd 6
hp 45
spd 120'
morale 11
atk 2
atks/rnd
+6 to hit
war-scythe
d10+4
or cast spell



Greater blue oni

19 hd 19
hp 90
spd 120
morale 12
atk 4
atks/rnd
+10 to hit
2d10
h.p. claw-
or grapple
while
doing
d8 h.p.

Coming within 50' of the lamp causes hallucinations

アカオニ

red oni-
fiercely muscled and hungry for battle

—

hd 10
hp 55
spd 120'
morale 10
atk 2 atks/rnd +8 to hit war-scythe or club d10+8 or cast spell

↳

red oni spells-
darkness,
stinking cloud,
web,
wall of fog,
wall of stone,
transmute rock to mud

—

red oni wear gold equal to their h.p. x 50

greater oni

グレイダーオニ

[celestial lantern demons]
This pair of so tall oni are charged with lighting the way for the vast and vile amanosagume, on the off-chance that great overdemon will deign to visit and Nikko. Their lanterns are lit with human souls harvested by the lesser demons in the plume.

Their lamps cause baleful effects-save at minus five each round until you succeed

greater red oni

hd 19
hp 100
spd 120
morale 12
atk 4 atks/rnd +10 to hit 2d12 h.p. claw or grapple while doing d10 h.p.

—

coming within 100' of the lamp causes paralysis

SHISA

シーサー

HD See below **HP** HD x 5

Speed 240'

Morale 12

Atk 3 atks per round + HD to claw or bite d10 HP.

Special Shisa can hit any creature regardless of its magical defenses—no matter if it is astral, ethereal, spiritual, abstract hit only by magic, blessed, enchanted weapons, etc.

Female Shisa can prevent spirits from leaving any structure where they stand at the threshold.

Male Shisa can bark to cause spirits to flee for Shisa's HD rounds. Barking takes one action and works once per spirit.

Shisa are helpful lion-dog spirits employed—usually in male-female pairs—to guard spaces. In order for them to appear, a place must either have a Shisa statue for them to inhabit (often a pair one on each side of the front gate) or have at least one dog of the Shih-Tzu breed. Either way, the next step is to have the vessel enchanted by a Yuta as per the Summon Shisa spell. If inhabiting statues, the Shisa will be the same size as the statues. If inhabiting a dog, the Shisa will grow to 5' at the shoulder and 7' long when fully manifested.

Defense Shisa don't need to breathe, digest or sleep. Don't age, are totally immune to poison, etc. and cannot be mentally controlled by magic—unholy water does d6 h.p. damage to them.

The Shisa's Hit Dice will be equal to the Yuta's level plus 1 HD for every 4 year the vessel has existed (Shih-Tzus inhabited by Shisa will become immortal.)

If any supernaturally evil creature comes undisguised through the main gate or touch the vessel, the Shisa will manifest. If such a creature enters the space by disguise or otherwise undetected, any Yuta or Nora can activate the Shisa by touching the vessel. Once manifested, Shisa will fight until the threat is gone. The vessels are mostly mundane and non-magical. When not manifested however anyone stealing or destroying a vessel will suffer a curse as designated by the Yuta that first summoned the spirit.

The Mist Woman

ミスト ウーマン

housing the collective spirit of the Yuta who saved Awa Nikko from destruction. She rises three stories from the surface of the High Lake, where she meditates, bathes, and shapes new life from the cloudstuff. She has all the powers of water and feels every violation of the Nebulith very keenly.

She may ask adventurers to remove alien devices or infernal artifacts of the megaloks from the body of the Nebulith, or may punish them if they bring something alien to the Nebulith's nature into her presence (magic items of foreign gods, foreign plants, anything that might cause explosions).

attack/special- any of these, once per round:
- Cut off oxygen · Line of sight · effect ends when she stops concentrating. do nothing but save each round to avoid losing d8 H.P.
- Make lake water reach up to drown a target save each round to avoid. Lasts while she concentrates.
- Turn into water or mist - she can only move but only magic can harm her, or things which hurt water
- appear to be ant awa Nikkah woman 17-100.

- Create new fungi or animals at 1HD per minute. Intelligent creatures take 1 month per hitdie. She can't control them or influence their personalities

- Cast any spell below 1/day

defense- Can only be hurt by magic, magic weapons, or by weapons dedicated to gods of earth, flame, lava, etc.

Hd20 HP100 Speed 120' morale 12

Bless, Command, detect evil, Heal, Protection from evil 10' radius, Invisibility to Undead, Purify food & drink, remove fear, Cure disease, remove Curse, water walk, detect lie, Neutralize Poison, True seeing, Lose the path, Tongues, Control weather, part water, detect magic, Hide object, Speak w/ animals, Wall of fog, Gust of wind, Strange waters 2, Water breathing, Speak w/ Plants, airy water, stone shape (in cloud), Simulacrum, Temporal stasis, Time stop

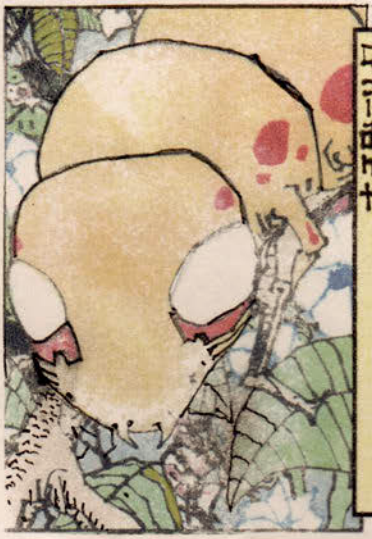
hundreds of years of magical radiation from the Nebulith and hundreds of millions of years of island gigantism have contrived to make the native lifeforms of Dwa Nikkō very dangerous, even in the areas far from the Cloud and Collar

alphabetical by animal name

ジャイアント コウモリ
Giant Bat

16 hd 3-6 hp hdx4
Spd Fly 240'
Morale 9
atk +HD to hit
dB h.p. bite
Special bats fly and "see" in the dark

15' wingspan with faces like foxes and bodies the size of dogs



ジャイアント キャタピラー
Giant Caterpillar

12 hd 2 hp 8
Spd 60' climb
Morale 4
atk +2 to hit
Poison Spines

Poison: save or take d6 h.p. and think you're on fire each round til you save

Prelarval form of the giant moth. as long as your arm and poison all the way down.

14

hd 2 hp 10
spd 12a'
morale 10
atk +2 to hit
2d4 h.p.
bite

hunting in packs of up to four individuals. They're aggressive and cunning but some have been trained as watchdogs or to accompany cloud scrapers on expeditions.

as the name suggests, some boonie dogs have had their bodies warped by exposure to the Nebulith's energies. Their stats are like that but roll [d8] for mutation:

1. Second head: 2 attks per round
2. Body is a lacework of hollow vines [armor -19]
3. Breathes a cloud of stinging insects - attack w/ 1a range save or take d8 h.p. - can hit 2 adjacent enemies.
4. acid saliva bite causes 2d4+5 h.p.
5. Extra legs - climb at 12a'.
6. Cloud-swirl patterned shell [armor 18]
7. Third eye - can see intentions
8. Handlike claws - climb at 12a' like a monkey.

Giant Frog
ジャイアント フロッグ

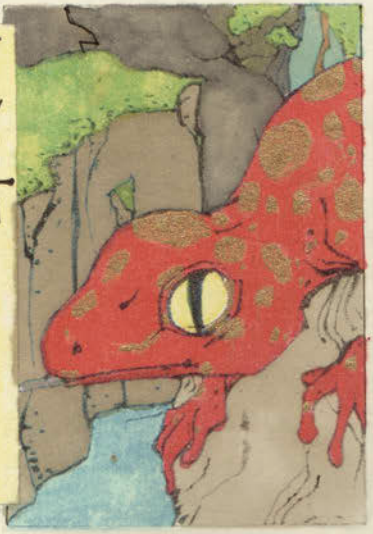
15 hd5 hp25
Spd 24' (hop) 12' (walk or climb)
Morale 7
Atk +5 swallow take d4 and you're inside its mouth-digestive juices do d4 h.p. per round

There are several species of giant frog on the island. They are wise due to constant meditation and have their own language. About the size of a compact car.

Strange, beautiful and harmless unless molested, occasionally used as a riding animal.

15' long head-to-tail.

16 hd5 hp25
Spd 12' (run or climb)
Morale 6
Atk +2 to hit bite d6 h.p.
Special d4 h.p. regenerate per round



Giant Yamori
ジャイアント ヤモリ

Habusnake
ハブ

4-8 feet long, brown, extremely aggressive.

15 hd 1 hp 4
Spd 90
Morale 8
Atk +2 to hit d4 h.p. and save each rnd until a save is made - vomiting and taking d4 after every failed save

If any saves are failed the body part will swell grotesquely and the victim takes d4 h.p. each morning until it's treated

Kakashi

カカシ

a kind of enchanted scarecrow created by the Kijimuna [see below] to abuse and protect them. They dot the jungle even far from Kijimuna villages as they are difficult to destroy. Kakashi encounters don't function like regular combats – the Kakashi responds immediately [no initiative] to trigger actions within 200', targeting whoever took the action unless otherwise noted – if no target is clear the target is random. It has 50 hit points and is trivial to hit. It spins and waves its wand as it casts its spells. Interacting with the Kakeshi is noisy and will attract jungle animal encounters but the Kakeshi and creatures will ignore each other.

- Missile approaches: Summon
- Creature approaches: Slow
- Spell cast within 60': Stinking cloud
- Melee attack on Kakashi: Gust of wind
- Fire within 60': 15 mins of heavy rain. 200' radius
- Anyone speaks: Web
- Anyone sleeps: 3d100 butterflies appear
- Anyone eats: Shrink
- Anyone harms another intelligent being: 4d10 rare orchids worth 100 sp each grow at base of Kakashi
- All creatures present do nothing: Grass grow 1"/round
- Kakashi attacked w/magic item: Item teleported inside Kakashi
- Anyone touches the wand: Prismatic spray
- Kakashi touched non-violently: Wall of fog

Kijimuna can take an action or move up to 10' without triggering a Kakashi if they make a successful stealth roll.

Kijimuna

キジムナー

Eastern elves, the size of children, with wilted hair and reddish skin.

They have been known to mix with humans - producing strange, fey-blooded half-kijimuna offspring.

The kijimuna love fish, prefer the left eye to the right, and despise chickens, cooking pots and - above all - octopuses.

They live in banyan trees and see themselves as protectors of the jungle but they also have a mischievous streak.

N.P.C. kijimuna have typically one of these abilities: [d12]

1. See the intensity of magic sources [line of sight]
2. Make any object smaller than themselves shrink to half its size [1/day]
3. Make anything glow four times per day
4. Fix any broken weapon piece of standard equipment, or household item, 4/day
5. Disenchant any item - once per day
6. Sense evil by licking a target
7. Cause metal to scald anyone touching it [d8 h.p.] - twice/day - 40 ft range.
8. Cause anyone at full hit points to save or sleep [3 rounds] · 1/day · 40 ft range.
9. Speak through any animal - line of sight.
10. Make an antidote to any poison in 2 rounds
11. Speak to any animal.
12. Make anyone forget the last hour. [2-day] - range - 40 feet.

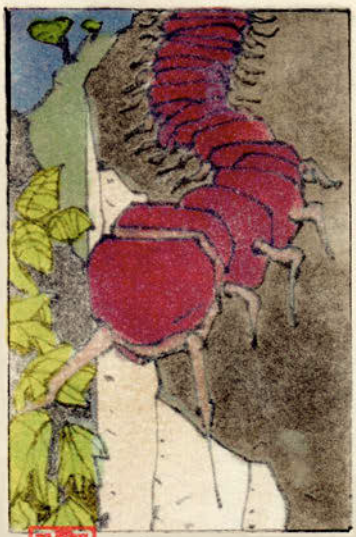
Touch powers

hd 2
hp 8
SAL 120'*
Morale 8
*incl. climbing
atk +3 to hit, spear d6 h.p., knife d4 h.p., or net
Special See heat sources at 60'. also they have magic-see ←

Leopard Cat
イリオモテ ヤマネコ
Iriomote Yamaneko

18 hd 2 hp 8
spd 120' [run] or 60' climb
atk +2 to hit d4 h.p. bite
special stealth 4 in 6, if a Yuta is bound to a cat she can see thru its eyes

Yuta often use these small, patterned felines as familiars. They do not speak but can understand human speech.



Giant Millipede
ジャイアント ヤスデ

13 hd 3 hp 12
spd 60' [run or climb]
morale 7
atk +3 to hit d4 h.p. plus save or take d12 more from poison
special spider climb

2 1/2 feet long - often found under boulders or under heavy tree cover.

Giant Moth
ジャイアント ガ

12 hd 2
hp 8
spd 120' [fly]
60' [walk]
morale 4
atk +2 to hit bite d6 h.p.

The adult of the giant caterpillar.

Harmless if unmolested but sometimes hunted for their brightly-colored wings, the size of palm fronds.

16 hd 5 hp 25
Spd 120' (run or climb)
Morale 6
Atk 2 atks / mod +5 to hit d8 h.p. bite and d12 tail slash
Special regenerate d4 h.p./rnd

Unlike the giant gecko- a beast of similar size- giant sword-tailed newts are far too skittish to serve as riding animals. Their tails are as sharp as tempered steel.

15 hd 2 hp 8
Spd 120' (fly)
Morale 9
Atk +4 to hit d4 claw or bite

Cruel flesh-eating raptors that hunt in parliaments of up to 20 members.

Pterodactyl?

One of the few creatures that regularly hunts both in the Jungle and Nebulith
-see "Beasts of the Central Nebulith"

a dangerous creature, said to be a higher-ranking and more intelligent version of the western narcissus peacock. the 30-eyed peacock is an animal that collects souls. it is said that when each of its 30 eyes has taken a soul the creature ascends to enlightenment and becomes a phoenix, an overlord of birds in the celestial hierarchy.

孔雀

30-eyed peacock

12

hd. 3 hp 15

spd. 120'

morale 8

atk +1 to hit d4 h.p. to bite but first...

special

upon seeing any intelligent creature with a soul (ie. not undead or a demon) the peacock will spread its fan. creatures must save or have their soul taken and stored in one of the peacock's feathered "eyes". the peacock will then eat the victim - every time it takes damage, the victim can re-save. the effect ends if the peacock is slain.

- the peacock may cast any spell known by a dead victim. the peacock will have d6 random spells available. to determine their level.
- roll d4 for level
- roll another d4 and add it to the first result if you roll a 4 the first time
- but treat "4", "4" as not 8 but 4

ヤンバルクイナ

aka nikko rail

14

hd 1 hp 7

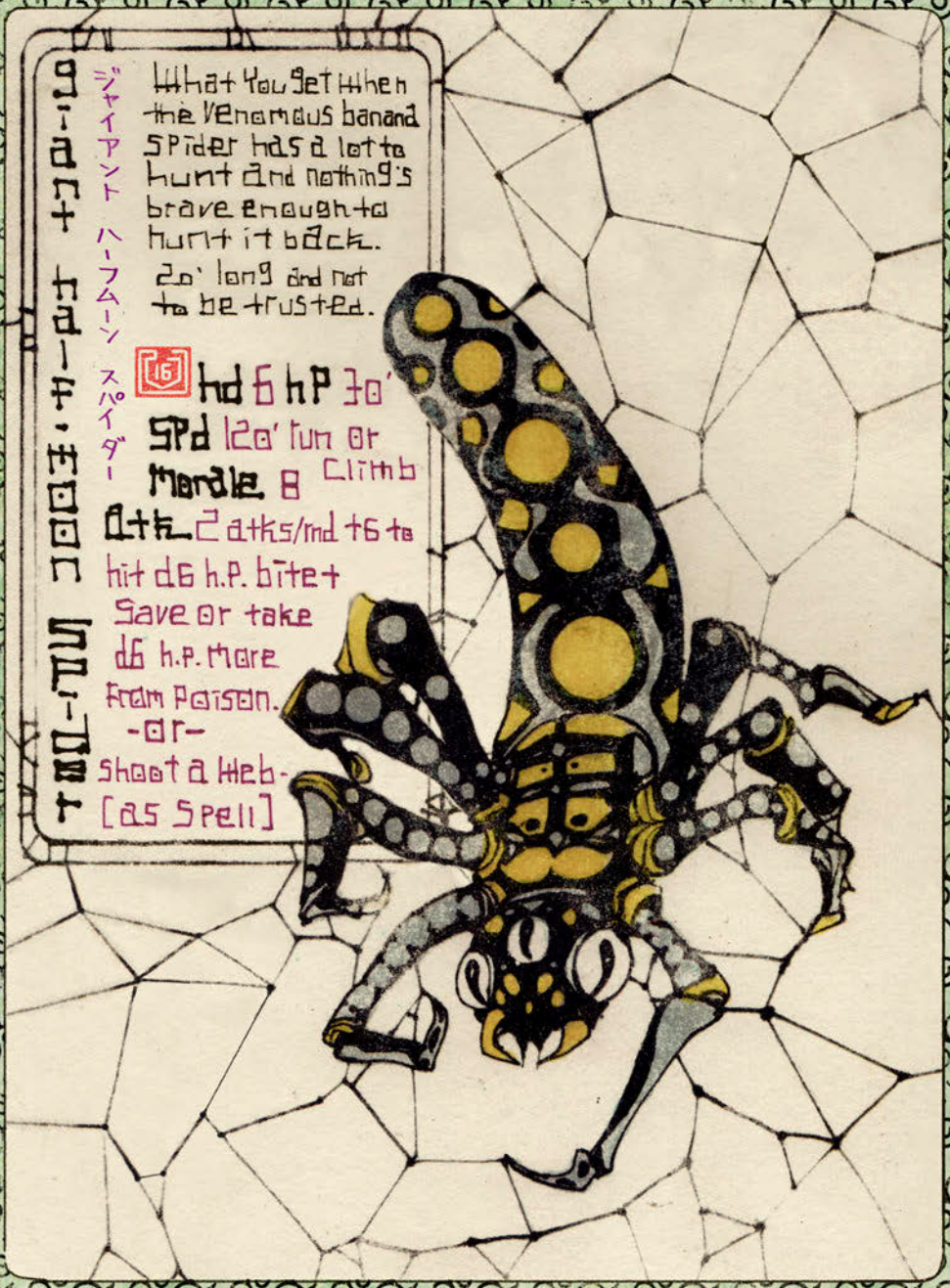
spd. 120' (run only)

morale 5

atk see "special"

special the rail rarely speaks but can communicate via telepathy. if menaced it will telepathically threaten to reveal the assailant's most embarassing secret to their friends, which the rail has the power to know. it also knows where anyone who attacks it lives.

a small, rare, flightless bird with a vermillion beak and legs and a zebra-striped belly. it is reclusive and pretentious but intelligent - it knows all languages but will only speak to dragons, as the dragon is the only creature it considers an equal.


ジャイアント ハーフムーン スパイダー
What you get when the venomous banand spider has a lot to hunt and nothing's brave enough to hunt it back.
20' long and not to be trusted.
16
hd 6 hp 30'
Spd 120' run or climb
Morale 8
Atk 2 atks/rnd +6 to hit d6 h.p. bite+ save or take d6 h.p. more from poison.
-or-
shoot a web-
[as spell]

giant spider

クモの巣

Ama Nikko is home to a jaw-dropping variety of spiders, including venomous ones. A lone ordinary poisonous spider can be treated like a trap, but magic or circumstance can contrive to have hundreds attack at once.

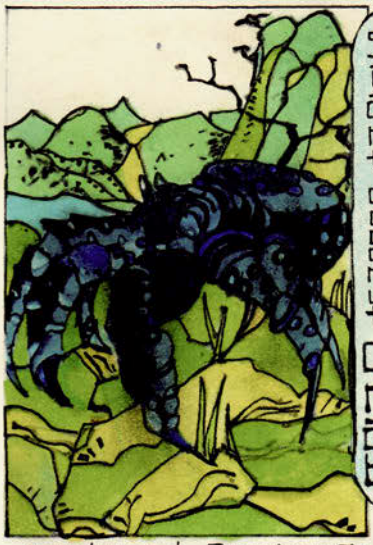
HD 5 SPD 90' incl. climb
HP 25 Morale 6

Atk 4 atks/rnd. +4 bite save or take d6 h.p. – a swarm can attack everyone it touches in a round, one time each.

Defense swarms are only hurt by smashing, burning or things that could hurt a swarm.

all spiders can spin webs

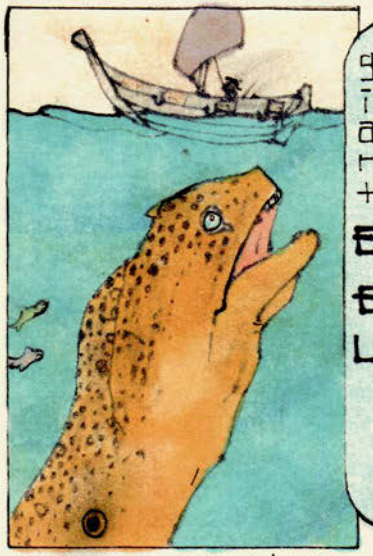
dangers of the awa nikkan coast



giant coconut crab
ジャイアント ヤシガニ

armored scavengers
big as 4 horses.

hd 6 (19)
hp 30
spd 120' run
60' swim
morale 9
atk +6
to hit
pincer does
d10 h.p. or
does d8 h.p.
while grappling
with 18
strength



giant eel
ジャイアント イール

12' thick, 150' long,
shocks then eats
luckless sailors.

hd 7 (14)
hp 35
spd 120' swim
morale 8
atk +7 to hit
d12 h.p. plus...
special
anyone touching the eel
must save or
take d10 and
be paralyzed -
re-save each
rnd to end.

Izumi

Seasnake Medusa

シースネイク メデューサ

Izumi has lived long enough to remember before there was a cloud and indeed before there were humans on Alwa Nitted. She dwells in a cave lit blue by phosphorescent coral, full of strange treasure retrieved from shipwrecks and guarded by shelled stingrays.

15 h.d. 15 h.p. 60 Morale 10

Spd 120 [Swim]

Atk two attks/rnd +6 to hit

Stab: a stabbed victim will take 2d4 seasnake bites [this takes 1 attack for Izumi]

Special in addition to her normal attack anyone looking at Izumi must save or be turned to white coral. Killing her will undo the transformation - and will cause earthquakes and tsunami across the east as millions of years of white coral turn back to flesh.

ドラゴン

クバサキ、ドラゴンの王

This celestial reptile is 1300 feet long but only its 100 foot long head is visible where it lies now- "captured" by a group of clueless pirates who charge visitors to see the dragon. In reality, Kubasaki can escape whenever he wants and remains for his own reasons. See "The Dragon Cave" section for more.

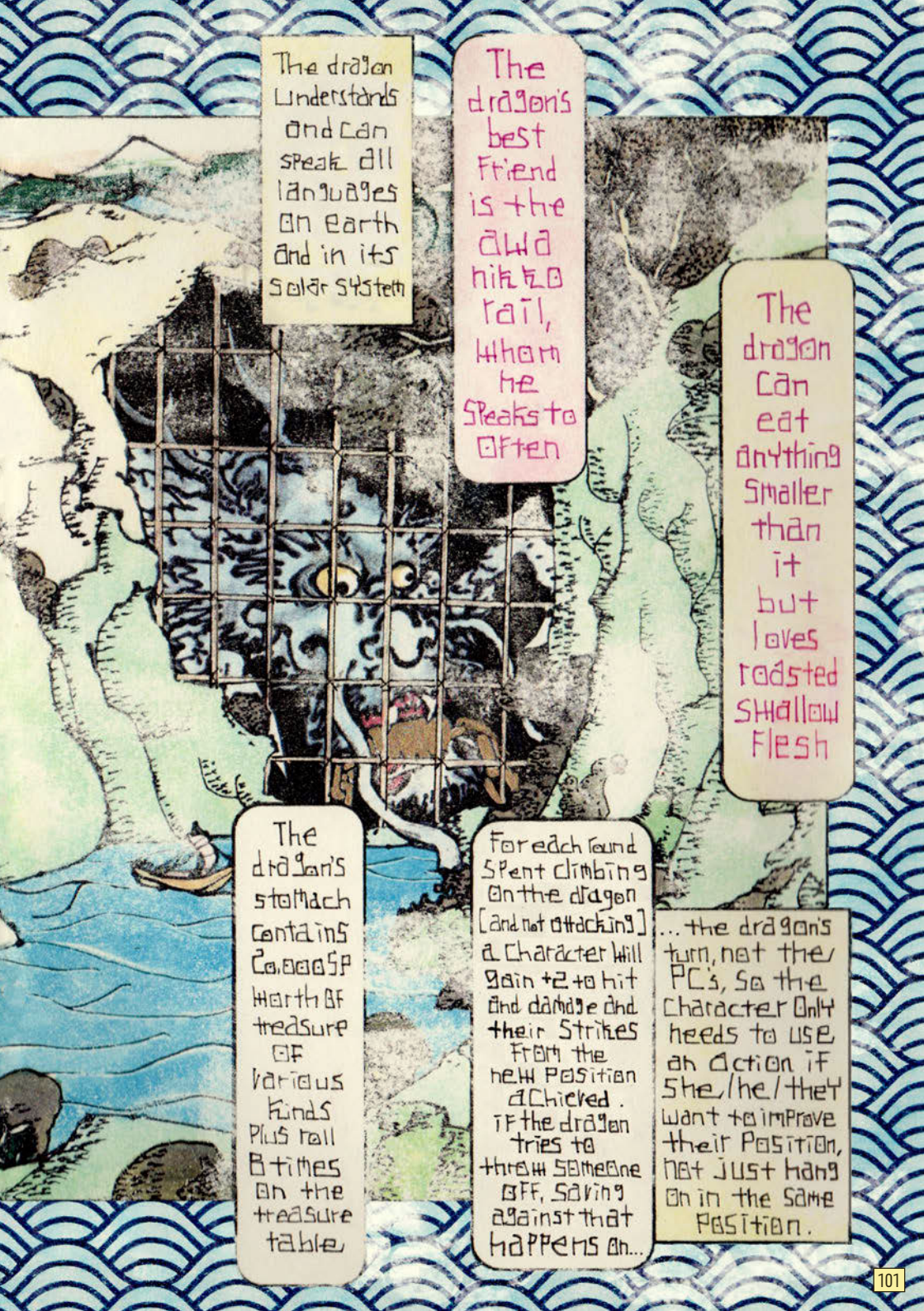
hd
25
hp
each arm or leg 100
torso 400
head 150*
speed
240' [fly]
[or walk]
morale
12

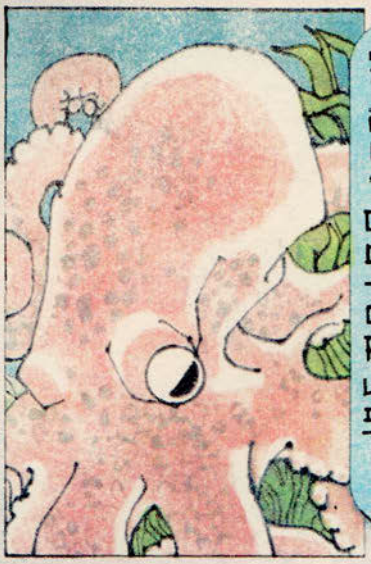
*depleting the h.p. of the arms or leg does not affect the dragon's overall health but does prevent it from attacking with those limbs.

The dragon's str, int, wis, and con are at maximum

atks: 4 atks/rnd
grab: +15 to hit 3d6 crushing
claw: +15 to hit 1d6 h.p.
Throw a grabbed victim [or someone crawling on him]: 1d6 h.p., save for half
eat a grabbed victim: 6d6 h.p., save to dodge the teeth and end up in Kubasaki's mouth.
spells: [3/day]
sleep, command, purify food & drink, cause fear, heal, control weather, dispel magic, remove curse, commune, make earth, detect magic, statue

defense
- The dragon's body is so large that most weapons and spells can only target one body part at a time.
- Magic directed against the dragon fails 50% of the time.


The dragon understands and can speak all languages on earth and in its solar system
The dragon's best friend is the awa hikto rail, whom he speaks to often
The dragon can eat anything smaller than it but loves roasted shallow flesh
The dragon's stomach contains 2,000SP worth of treasure of various kinds plus roll 8 times on the treasure table
For each round spent climbing on the dragon [and not attacking] a character will gain +2 to hit and damage and their strikes from the new position achieved. If the dragon tries to throw someone off, saving against that happens on...
...the dragon's turn, not the PC's, so the character only needs to use an action if she/he/they want to improve their position, not just hang on in the same position.

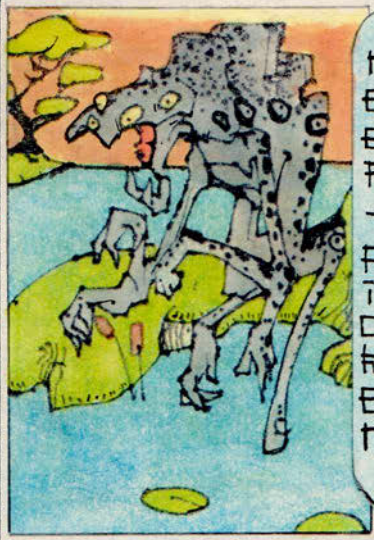


ジャイアント オクトパス
giant octopus

hd 16 [16]
hp 80
spd 120' [swim only]
morale 10
atk 4 atks per round tle grapple inflicts d12 h.p. damage with 18 strength

100' from tentacle to tentacle tip, each thick as a bus.

They taste almost as good as they think you taste.



リーフ ピッカー
reef-picker

hd 9 [16]
hp 45
spd 120' [run/climb] 60' [swim]
morale 8
atk 2 atks per rnd to to hit leg-stab or claw d8 h.p. or shriek-everyone who can hear in a 20' cone must save or be stunned [tlev can move or defend yourself but that's all] and the target remains stunned until you do save-re-save each round to end the effect. [works underwater too]

a bizarre prehistoric beast that scales seacliffs and creeps through coral at low-tide. 15'-20' tall, it stuns prey with its high-frequency shriek and tears it apart with its claws.

Special The reef picker hates the resonating sound of conch shells and will flee from it, but only coastal villagers know that.

Seabastion シーバスチャン

HD 19 HP 80
SPD 1 inch/hr
Morale n/a
Atk/Special
Touching the seabastion will cause it to eject a cloud of stinging spores 10' in diameter- creatures in it must save or be paralyzed [and so possibly drowning] each round until they do save- [re-save each round.]

Seabastions are giant colonies of sea fungus the size of a chain of boulders easily mistaken for rock or coral or concealed under sea plants.

As they barely move-they act more like a living trap than a monster.

Seasnake シースネイク

Both the ordinary and giant banded sea snake are fantastically venomous but not aggressive unless startled. Unfortunately, in the case of the giant variety- 75' long and thick as a tree trunk- there's a lot of it to startle.

HD 1 HP 4
SPD 90' [swim only] Morale 8
Atk +2 to hit d4 hp bite plus save vs poison each round until a save is made, taking 1 h.p. per failed save. If any saves are failed the body part affected will shell grotesquely each morning doing d4 hp every morning until the condition is cured.

Giant Seasnake ジャイアント シースネイク

HD 12
HP 60
SPD 120' [swim only]
Morale 9
Atk +8 to hit bite for d12hp plus save or die.

センチネル サギ
Sentinel heron

15

hd 5 hp 25
Spd 120' [run] 240' [FLY]
morale 12
atk +5 to hit
d8 h.p. claw
Special These demons can see intentions - anyone seeing them must save or be at -2 to everything until you defeat a foe.
defense usual demon immunities

So called because they line lonely ridgelines and cliffs, these bird demons will hunt and eat anything weaker than them.

ジャイアント ニンジャ ランタン シャーク
Gargantuan ninja lantern Shark

both Sharks

16

morale 10

in belly: d100 SP + roll on treasure table

atk +10

hd 15
hp 75
Spd 240' [swim]
6d6 h.p. bite

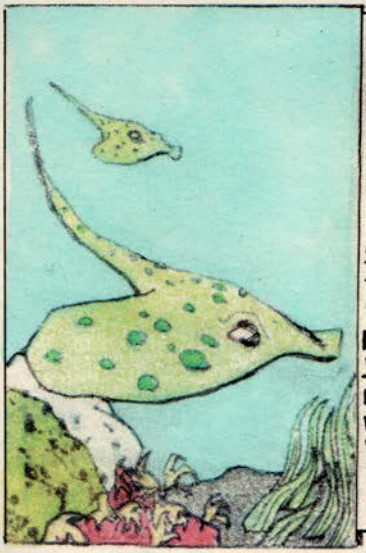
← to hit →

4d4 h.p. bite
hd 10
hp 50
Spd 240' [swim]

A cousin to the much smaller ninja lantern shark only 50' long. Will bite the hull out of a ship to eat passengers.

Sickly green predators 12'. It is unclear whether they are related to the tengu or just very ugly.

ゴブリン シャーク
Goblin Shark



Spotted Stingray

スティングレイ・スポッテッド

hd 2
hp 8
Spd 120' [Swim only]
Morale 8
atk +2 to hit d4 h.p. and save each round until a save is made, taking d6 h.p. per failed save and screaming to all the gods you know.

The stingrays of Awa Nikko are far more venomous than their unmutated kin.

Giant Turtle

ジャイアント・タートル

hd 15

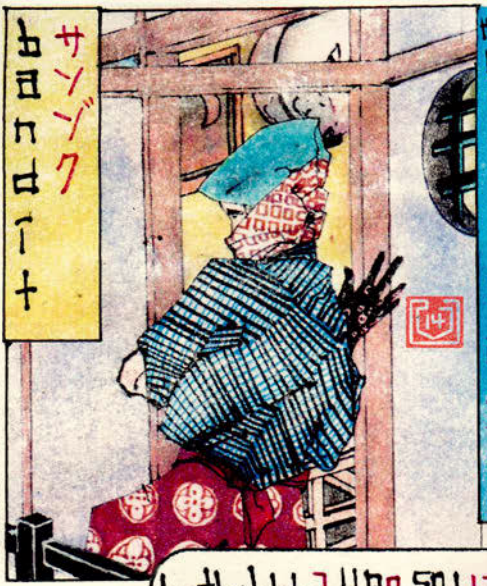
hp 60
Spd 120' [Swim] 60' [Walk]
Morale 5
atk +5 bite for d8 h.p.
Special If you hurt a giant turtle it will always rain on your birthday

Some giant turtles grow to the size of islands but most are around 20 ft across.

They speak the human tongue of Awa Nikko but are usually too shy to engage in conversation. They live for centuries – their minds remember the past and their shells remember an equal number of years into the future, so they can be used to forecast future events – see the Yuta section for details. There is no good reason to hurt a giant turtle but pirates sometimes eat them which triggers a curse.

human denizens of awa nikko

bandit サンゾク



morale 8
weapon
kuwa d6 h.p.
or
knife d4 h.p.

skills
1 stealth [3/6]
2 bushcraft [3/6]
3 sneak atk [2/6]
4 climb [3/6]

bandits on awa nikko prey on islanders and fortune-hunters alike.

for simplicity's sake, assume a group of bandits will have at least one member with each of these skills.

if encountering a lone bandit, roll twice on the skill table.

if you roll the same roll twice, the bandit has only one skill.

both: hd 2 hp 8 spd 120' atk +2 to hit w/weapon

cloudscraper クラウドスクレイパー

"cloudscraper" is the local semi-derogatory name for adventurers - often outsiders - who come to seek their fortune inside the halls of the nebulith. any kind of character might become a cloudscraper but these stats represent a typical one.

cloudscrapers often carry their gear - at least a grappling hook, a week's rations and fresh water - wherever they go.

individual scrapers will have an extra skill at level d4+1 out of 6 roll d6:

1. stealth
2. languages
3. bushcraft
4. search
5. sneak atk
6. roll d4 twice retalling repeated #s

morale 9
weapon
kusarigama, climbing spikes, or kuwa d6 h.p.
special
climb 4/6
and see.

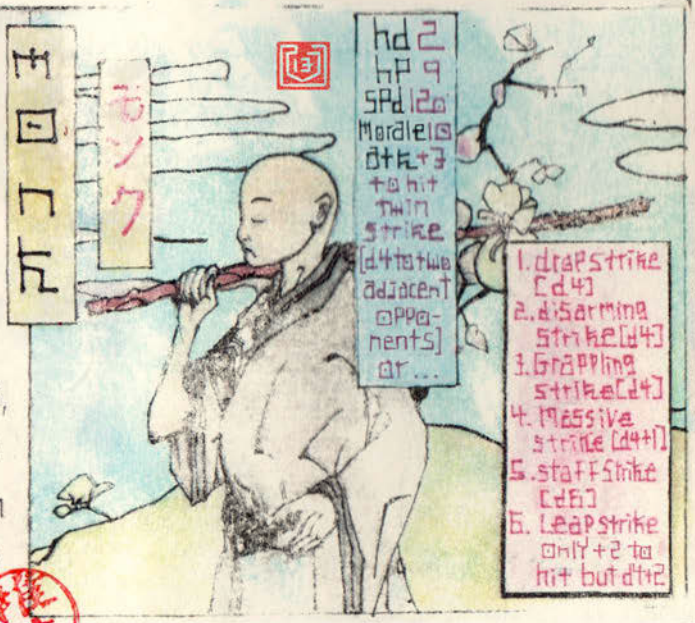
hd 1
hp 5
spd 120
Morale 8
atk +2 to hit-twin strike [d4 to two adjacent oppo-nents] or roll...

The People of dwa nikko developed martial arts to protect themselves from bandits, pirates, the daimyo's men and everything else in this book. These stats represent an average trained villager or townsperson.

1. drop strike [d4]
2. disarming strike [d4]
3. grappling strike [d4]
4. massive strike [d4+1]

If an attack doesn't make sense [drop strike on someone down] just pick one.

Monks are traditionally concerned with spiritual matters but on dwa nikko preventing the daimyos from overtaxing your rice and punching weird monsters to retrieve sacred texts are considered spiritual activities, so the average monk the party might meet during a random encounter will be trained in karate.



hd 2
hp 9
spd 120
Morale 10
atk +3 to hit twin strike [d4 to two adjacent oppo-nents] or...

1. drop strike [d4]
2. disarming strike [d4]
3. grappling strike [d4]
4. massive strike [d4+1]
5. staff strike [d6]
6. leap strike only +2 to hit but d12

Ninja

SPY

ニンジャスパイ

Hd	HP	Spd	Morale
12	60	120'	11

See below

Each ninja will use a different weapon

Atk 1 atk per round per remaining HD. +1 to hit Wakizashi, Kusarigama or Kama d8 h.p. or +4 to hit w/ light crossbow d6 hp, caltrops or Shuriken d4 h.p. or: Twin Strike, grappling strike, for d4 or Leap Strike d4+2 h.p.

A ninja cannot attack and cast a spell in the same round.

N.P.C. ninjas follow the inverse ninja law: the more you face, the weaker each individual is.

Stats here work for the group of ninjas as a whole, up to 12. (So if there are two ninjas, each has 30 hp 4 ninjas have 15 h.p. each etc.). For spiritual reasons ninjas only appear or work in groups of 1, 2, 3, 4, 6, or 12 (or multiple groups of 12). As comrades die the attacks per round of remaining ninjas do not redistribute.

Lord Falling Wave's rivals on the mainland employ ninja to acquire information about his court and the nobility. They arrive disguised as envoys, diplomats, merchants, etc. and Lord Falling Wave himself is not above employing them right back.

Ninjas pool their hit points with ninja magic so one only drops when there are fewer hit points than ninjas. Assume 5 hit points per die when calculating # of attacks

Number of ninjas:	4 to 12	2 to 3	One
Climb:	5	5	6
Sleight of hand:	4	5	6
Disguise:	2	4	6
Sneak attack:	2	3	4
Stealth:	5	5	6

If there are 2-3 NPC ninjas they can cast Sleep and Forbet once per day each.

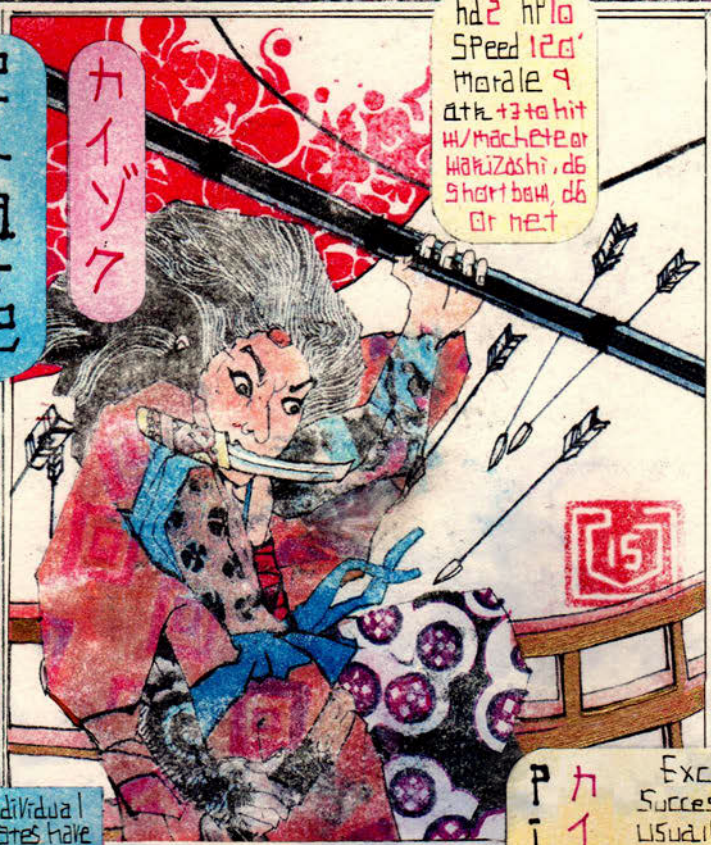
A lone ninja can cast: Waterwalk or detect lie, neutralize poison or find the path, lose the path or suggestion, confusion, escape, contingency.

...and these

palace guard
モンバン
hd 2
hp 8
spd 120'
morale 9
atk +3 to hit
Paleatta at...
...Twin strike, dropstrike, disarming strike, entangling strike, stunning strike, leapstrike, dodging strike, bonebreaker path, shatterkick
These blue-robed warriors serve King Shō Shishō. They occasionally stray out into the island on missions for the royals - often in disguise, or appear in the villages or the Collar on private errands.
These stats are for typical guards - more exceptional ones - including captains and those sent on special missions - will, of course, have more hit dice and a higher to-hit bonus, as well as access to all the hanzan-ti martial arts techniques and a d4 str bonus. they will often also carry a short sword [d6+str bonus]

Pirate

カイゾク



hd 2 hp 10
Speed 120'
Morale 9
atk +3 to hit
w/machete or
wakizashi, d6
short bow, d6
or net

Known locally as wako, these coastal raiders will be piloting junks that [in standard LotFP terms] are equivalent statwise to frigates or corvettes, which they hide in coastal inlets whose locations are guarded with paranoidic ferocity. Pirate crews in awa hikko are usually ethnically and linguistically more diverse than around the mainland.

Individual pirates have skills - in addition to sailing 4, they'll have one of these at d4+1: [d20]
1-3 stealth
4-6 climb
7-8 languages
9-10 bushcraft
11-12 sleight of hand
13 search
14 sneak atk
15 tinker
16-19 roll d12 twice
20 roll d20 twice ignore repeats

random pirate ship

- Crew composition: crew is mostly... [d20]:
  - 1-6 awa hikko / ryukyuan
  - 7-11 Japanese
  - 12-14 Chinese
  - 15-17 other Southeast Asian
  - 18-19 other human
  - 20 elven
- roll d20 and look at the hex map to see where the ship is docked closest to
- what do they want?
  - 1 resting
  - 2 hiding
  - 3, 4, 5 [just raiding]
  - 6 magic [item?]
  - 7 gambling
  - 8 supplies
  - 9 hostages
  - 10 buried treasure

Pirate Lord

カイゾクオウ

Exceptionally successful pirates usually have great fighting prowess and cool tattoos.

roll 2d4 times on the table over there

For number of skills, they have any skill at rank d4+2.

hd 4 hp 20
Spd 120'
Morale 11
atk +5 to hit
katana d8 h.p.
Special sailing sing

ronin

ロウニン

15

Both:
hd 2
hp 11
speed 120'
atk +4
d8 katana or d6 Waki-Zashi or longbow d6

Masterless samurai, many of them hire themselves out as mercenaries, join pirate crews, or become bandits or cloudscrapers

Skills [d6]

1. Stealth 2
2. Stealth 3
3. Climb 2
4. Languages 3
5. bushcraft 2
6. Sleightofhand 2

samurai

サムライ

Most samurai on the island serve lord falling wave, but events might also transpire to bring retainers in the service of other lords to akiko nikko

Many ronin and samurai know martial arts but these are stats for a typical encounter

16

Sage テッジン

Scholars, Wise Wanderers, Poets, and Scholar-Poet-Wanderers who enjoy sitting in awed contemplation atop the volcanic rocks and undulating mountains of Owa Nikko. Despite their eccentricities they often possess useful information.

hd 2
hp 8
Speed 100'
Morale 6
Attack +1 bo Stick d4 h.p.
Special intelligence: 14+d4 Languages d6 out of 6
←Plus→

*Scholars with a specialty in medicine can heal 1 h.p. the first day of treatment and d4 every day thereafter. They can cure a disease if they roll under their int on a d100 [re-roll 1/week]

Sage's Skills - roll d20 three times - if you roll the same skill thrice, pick the highest result and ignore the other:

1. Architecture 3
2. Architecture 4
3. Architecture 5
4. Architecture 6
   and this is one of their specialties.
5. Bushcraft 2
6. Bushcraft 3
7. Bushcraft 4
8. Bushcraft 5
9. Bushcraft 6
   and this is one of their specialties.
10. Climb 2
11. Climb 3
12. Climb 4
13. Search 3
14. Search 4
15. Search 5
16. Sleight of Hand 4
17. Tinker 3
18. Tinker 4
19. Tinker 5
20. Tinker 6
    [the sage has a specialty in engineering]

Sage's Specialties

Sages also have a number of specialties equal to their intelligence bonus - when it comes to rolling to see if they know things about their specialty, treat this as a skill with a 6/6 rating. Roll d12 for specialties:

1. Magic and Arcana [will be a level 0+d12 caster of some sort]
2. The Ocean
3. The Nebulith
4. Local Plants [bushcraft: 6]
5. Local animals [same↑]
6. History and Literature
7. Statecraft and War
8. Food and drink
9. Architecture [architecture 6]
10. Medicine *
11. Supernatural beasts
12. Politics and rulers of the East

WIZARD

マホウツカイ

Save for their clothes and accents, wizards encountered in Awa Nikka will be little different from those in the West and magic-users come to Awa Nikka for much the same reasons they go anywhere: to discover secrets and rare items to aid them in their blasphemous experiments. Typical wizard:

hd: 2
hp: 6
spd: 120'
morale: 6
atk: +1 hp. dagger d4 hp.

12

Spells

Standard magic-user spells for their level. Most low-level wizards far from their homes will have either sleep, shrink [opposite of enlarge], summon and/or magic missile prepared for personal protection. Awa Nikkan wizards are also fond of feather fall [when on the nebulith]

and have languages 3, climb 2, and search 3

雑芳

ユタ YUTA

HD 2
HP 8
SPD 120'
MORALE 8
ATK +2 to hit with knife d4

The Witch-Women of Awa Hitko are described in detail in their own section but for quick encounters these stats should do. One out of four will be accompanied by a Leopard Cat who will fight to defend them. and vice versa.

- all Yuta can cast "Yuta's Curse"* when they are harmed [unlimited]
- Most Yuta out on their own will be wearing an item [shoes, cloak, etc.] which allows them to cast Escape once/day
- They also carry single-use items [Potions, needles, gloves, pearls, drugs, bone amulets, etc.]
- Spells with a * are described in this book.

Special: Yuta usually use ceremonial magic which takes some time to cast, but all will have done some magical preparation in advance in case of dangers.

- Yuta will carry d4 single-use items which will have one of these→
- and will also have an item which has one of these→
- and an item with one of these effects:

1. Summon Spirit *
2. Change self
3. True Seeing
4. Locate Object
5. Speak with animals
6. Dispel magic
7. Speak with dead
8. Polymorph Self
9. Speak with plants
10. Legend Lore [instant]
11. Silence 10' radius
12. Cure disease
13. Magic vestment
14. Remove Curse
15. Divination
16. Protection from evil 10' radius
17. Lose the path [opposite of Find the path]
18. Comprehend languages
19. Identify
20. Mending

[d6] effects:

1. Command
2. Sleep
3. Sanctuary
4. Forget
5. Confusion
6. Bane Curse*

[d8] effects:

1. bless
2. resist cold
3. cure light wounds
4. detect evil
5. purify food & drink
6. resist fire
7. Turn Undead
8. delay poison

The following creatures from other LotFP publications and works by the same author would not be out of place on Awa Nikko:

CUBE WORLD

Abomination
Aggregore
Bat, Perfidious
Bending Demon
Blind Todt
Bone Fish
Caressing Demon
Caterpillar, Giant Tenebrous
Centipede, Giant
Centipede Swarm
Crab Swarm
Crypt Lord
Demon Cat
Devil Moth
Dry Widow
Eel
Elemental *~all*
Flesh-eating Firefly Swarm
Fox-Witch
Ghost
Golem *~any*
Green Slime
Insect, Giant
Isopod, Giant
Javelin Snake
Jellycube
Jellyfish, Nephilidian
Kagemusha
Kappa
Kunoichi of the White Octopus Order
Lamprey *~any*
Leech, Giant
Librarian
Lich-priest of the Spider God
Living Shadow
Malachite Beast
Mantamen *~all*
Maw Star
Maw Star Spawn
Megapede
Mourning Snail Mouthmound
Murder Grass
Mushroom Men
Naga, Ozphian
Necrolarvae
Necromancer
Necro-priestess
Needle-spider Swarm
Octopus Witch
Onibaba
Ooze *~any*
Pig Widow
Pit Grub
Pit Grub Maggot
Poisonfeather Bird
Poison Star
Psivolvox
Rustbeast
Salamander Man
Salamander woman
Scorpion *~any*
Sea Lich
Shark Demon
Shriek Fungus
Shrieking Demon
Skeleton
Skeleton, Violet Leopard Orchid
Skin-eating Ghost
Slitherer
Spawn Toad
Spore Mine
Stairworm
Three-headed Goblin Shark
Three-legged Crow
Tsukomogami
Vortex Demon
Wellwyrd
Wererat

FROSTBITTEN & MUTILATED

Boar
Crow
Drowning Demon
Goat *~goats hate oni as much as they hate trolls*
Misshaped animals
Owl
Rat
Worm

MAZE OF THE BLUE MEDUSA

Lizardman / Reptile Woman
Mummy
Negamancer
Oku
Orchidmen

A RED & PLEASANT LAND

Great Grub
Hatter
Jub
Nageire

VORNHEIM: THE COMPLETE CITY KIT

Dividing Demon
Mottled Fungi
Mutant Snail
Nightingale
Unsettling Toad
White Octopus
Xortoise

If you are rolling random encounters and find that a given creature from this book has appeared one too many times for your taste, substitute one of these invasive species for that result.

A TYPICAL CLOUDSCRAPE

What exactly happens when you play out an expedition into the Nebulith? Let's walk through it.

PERSONNEL

NPC cloudscrapers are usually tightly-knit groups of adventurers—so they often all hail from the same place or profession, however players of RPGs are notoriously headstrong and individualistic about their choice of character, so a realistic player-character party of PC cloudscrapers might consist of a group like:

MEIKO, A 3RD LEVEL FEMALE SAMURAI IN THE SERVICE OF LORD FALLING WAVE. THE PLAYER HAS ROLLED ON THE Reasons To Go To the Nebulith TABLE AND GOTTEN "A BELOVED FAMILY MEMBER OF ONE OF THE PCS LEFT HOME 8 YEARS AGO TO THE NEBULITH AND NEVER RETURNED." THE PLAYER DECIDES IT'S MEIKO'S BROTHER, ALSO A RETAINER OF LORD FALLING WAVE.

SPITTING TOAD, A 2ND LEVEL MALE NINJA AND SPY IN THE SERVICE OF THE MAINLAND DAIMYO LORD WHITE PLAIN, DISGUISED AS A SCHOLAR STUDYING THE NEBULITH. THE PLAYER HAS ROLLED ON THE Reasons To Go To Awa Nikko TABLE AND GOTTEN "TO LEARN THE WAY OF THE OPEN HAND (KARATE)" AND KNOWS THAT SPITTING TOAD HAS TO FIND MONEY TO PAY THE DOJO SOMEHOW SO MIGHT AS WELL GO ON A CLOUDSCRAPE.

TALLGRASS, A 2ND LEVEL MALE KIJIMUNA HUNTER. TALLGRASS' PLAYER LIKES TO KEEP THINGS SIMPLE SO DIDN'T ROLL ON ANY TABLE AND JUST DECIDED THE PC WANTS TREASURE FROM THE NEBULITH BECAUSE IN THIS SYSTEM TREASURE = XP.

KIKU, A 3RD LEVEL YUTA WHO CARRIES A BOX OF FIREWORKS. THE PLAYER HAS DECIDED WITHOUT ROLLING THAT SHE IS OBSESSED WITH FIREWORKS AND IS SEEKING RARE INGREDIENTS IN THE NEBULITH TO ADD TO THEM—PERHAPS ONES WITH MAGICAL POWERS.

MONGOOSE, A MALE FORMER SOLDIER (2ND LEVEL STANDARD FIGHTER) FROM THE MAINLAND. MONGOOSE'S PLAYER IS PRETTY CASUAL SO HE ACTUALLY HAS NO REASON TO GO THE NEBULITH OTHER THAN THAT'S WHERE THE OTHER PLAYERS WANT TO GO AND HE'S DOWN WITH WHATEVER.

EL STABBO, A 4TH LEVEL MALE SPECIALIST FROM THE WEST. THE PLAYER HAS ROLLED ON THE Reasons To Go To Awa Nikko TABLE AND GOTTEN "WESTERN GODS HAVE FAILED YOU, WHY NOT SEE WHAT EASTERN GODS HAVE TO OFFER?" THE OTHER PCS HAVE CONVINCED EL STABBO THAT THE GODS LIVE AT THE TOP OF THE NEBULITH.

~In addition, before heading into the Nebulith, El Stabbo's player rolled on the DOGS AVAILABLE TODAY TABLE and bought a tongueless dog in The Collar with 7 hit points and named it Pickles.

THE BASIC IDEA

The Referee needs to decide what exactly the party will be running into once they enter the Nebulith.

Instead of making it up from scratch, the Referee decides to roll on the table NEBULITH ADVENTURE AREAS—CENTRAL NEBULITH (the most accessible area for PCs) and gets "A scattering of natural healing springs occupied by a mated pair of cave wyverns."

The Referee decides that a wealthy and decrepit old gambler in The Collar has offered a reward to investigate tales of healing waters in the Central Cloud—and that no-one has mentioned the wyverns.

Before adding any more detail, the Referee decides to roll a Scrape Report, to flesh out other details of what the PCs will know going in. The Referee get "The hermit sage has not been in his upper Nebulith dwelling for 3 weeks, presumed dead"—and decides to change "presumed dead" to "alleged to be taking a rest in the area of the natural springs"—doubling the reasons to head to that area.

THE APPROACH

The PCs hear the rumors, are offered a reasonable reward for investigating the springs, and accept the assignment. The old gambler gives them instructions on which entrance to the Nebulith to use, and which path to follow inside to get to the rumored springs.

After buying supplies, the party heads to the inner perimeter of The Collar, coming upon the base of the Nebulith: an undulating billow of eerily curved rock, pocked at intervals with cavemouths and carved entrances, a hundred or more feet apart.

They've been instructed to enter one 60 feet up, near the southern waterfront, stained with red fungi. To save time for the fun part, the Referee assumes this is simple and they do it, and, likewise, that their patron has supplied (and that the party follows) sufficient instructions to reach the rumored area, about three and a half miles inside the Nebulith.

The Referee decides for variety's sake to have some kind of encounter on the way to the springs, so has rolled on the table ENCOUNTERS—CENTRAL NEBULITH and gets "Day: Three mantis people. Night: Megaloid." The party decided to head out on this expedition at first light, so there'll be an encounter with some mantis people.

Now, this encounter happens during a journey that will take hours (in-world) so the Referee needs to decide where exactly on the long trip it is. They roll on NEBULITH OBSTACLES & ODDITIES and get 62 "Crumbling bridge over lava"—perfect! And to flesh it out further rolls on NEBULITH TUNNELS and gets "Massive scorched tunnels believed to have been made by the fires of the Kubasaki Dragon, cavernous diameters." This all kind of makes sense—presumably, the healing springs rely on some kind of warm geothermal energy and the dragon's breath could melt stone, creating lava.

The Referee describes the situation—"About halfway through your journey, a narrow human-cut tunnel opens out into a huge, uneven cavern—your map tells you there's a natural bridge over a lava flow up ahead, but it isn't yet within your lantern-light, and your ears tell you there are faint chittering echoes coming from that direction." The Referee decides that if they don't do anything to prevent it, the party will meet the mantis people halfway across a 120' bridge, guaranteeing an interesting environment for a fight.

The encounter progresses and the party survives the scrap, though Meiko and Mongoose lose more hit points than their Yuta can completely heal, so they are eager to find the springs beyond.

THE DUNGEON

Having rolled on the NEBULITH SMELLS and NEBULITH SOUNDS tables the Referee announces that the party begins to notice the smell of wet dog and hearing the sound of a (1000-foot) waterfall as they arrive at their destination.

The Referee has decided the wet dog is a recent victim of one of the wyverns and that the waterfall will be a major feature of the area. She has drawn out a 20-room area for the session and has further decided:

~That each pool in the complex will heal a different kind of harm—one heals burns, one cuts, one heals mental illness, etc.

~That dead creatures—mostly victims of the wyverns—will be scattered about the area, and that will be the main source of treasure. The Referee elects to note down only how many rolls on the TREASURE TABLE worth of treasure there are in each area, not the exact treasure, because the session will be long and the surprise is fun.

~There should be one pool in the spring complex that does something else. She rolls on NEBULITH POOLS and gets "Cursed—anyone touching it must bathe here once per week." This gives her a perfect excuse to introduce more creatures into the area—she decides that the chance of a random encounter (a roll on ENCOUNTERS—CENTRAL NEBULITH) in this area jumps to 3 in 6 up from the usual 2 in 6 and decides to place a random creature from that table immediately. She gets "D4 Mutant Boonie Dogs"—well that explains the wet dog smell, the pack has been bathing here for months whether they want to or not.

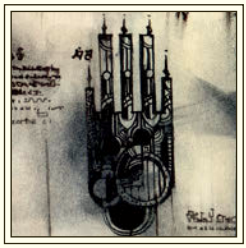
~That the waterfall will be at the center of the spring complex and that the wyverns will live behind it.

~Since healing springs seem pretty useful, the Referee decides that the spring water only maintains its potency for an hour after being removed from the area and that there is a passage in the complex leading to the exterior of the Nebulith—so that if the party wants to return, they have a choice of different routes.

~That while a pack of mutant dogs and two formidable cave wyverns are possibly enough to occupy an evening for a low-level party, it would be nice to also have an encounter with an intelligent creature, so she decides that the hermit sage is indeed holed up in one of the rooms nearby behind some homemade traps. Having accidentally bathed in the cursed spring and therefore being obliged to come here all the time, he would like the party's protection from the creatures nearby until they can find a way to remove the curse—in return he will tell them where a great treasure is located, a short adventure away.

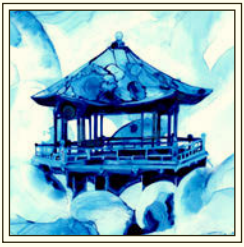
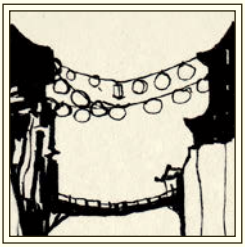
~The area the Sage points to will be The Royal Hostages adventure on page 194 of this book.

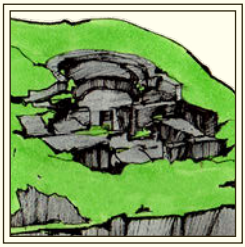
Does the party succeed, fail, flee, or die trying? Hard to say until the session finished, but everything is in place for a complete scrape.

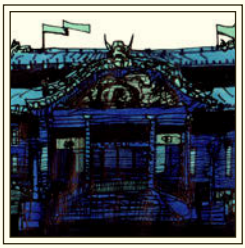


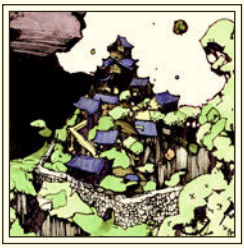
LANDMARKS IN AWA NIKKO

& NOTABLE PERSONAGES & ITEMS THEREIN







TEMPLE OF UMEBOSHI
THE EAGLE'S EGG
TEMPLE OF TORN BLOSSOMS
WHITE JADE TEMPLE
HOKUZAN-TI DOJO
IRON CRAG CASTLE
LOST TOAD TEMPLE
DOJO OF THE WHITE DEER
VILLAGE OF FOUR BRIDGES
TOWN OF SCARRED SLOPE
A W A
N I K K O
CHUZAN-TI DOJO
DRAGON'S CAVE
6 miles
ZAKIMI CASTLE
1 mile
nebulith
THE COLLAR
HOME OF IZUMI, THE SEASNAKE MEDUSA
CRYPT OF THE DOZEN KINGS / TAMAUDUN
NANZAN-TI CASTLE
NANZAN-TI DOJO

HEX CONTENTS & MOVEMENT ACROSS THE ISLAND

Many adventures in Awa Nikko involve traveling across the lesser-known areas of the island.

SOME BASICS:

~Hexes are 6 miles across.

~Generally people can see 3 miles over flat and unobstructed ground. In the interior, the ground is usually obstructed.

~Assume a walking speed of 3 miles per hour (1 hex every two hours).

~Assume parties must make camp and rest 6 hours after a number of miles equal to the lowest constitution score in the group who is walking, (assume horses and other riding animals have a constitution of 15).

~If there's a road, then speed on horseback is twice as fast.

~There is often not a road.

~Roads, rivers, and landmarks not otherwise noted are, at this time on Awa Nikko, poorly mapped. This usually means a lot of asking local villagers for directions and also means the Referee gets to make up where these things are.

~Roll a random encounter every hour and twice if they camp for the night.

CROSSING A HEX: TRAVELING THROUGH & SEARCHING

~Traveling through happens when a party is on the way to a location and the hex is simply between them and where they want to be—it usually takes the aforementioned 2 hours in this case simply roll to see if there is a random encounter and tell the party about any landmarks that would be obvious to someone passing within a 3-mile radius of them (in whatever order you like). If you want a chance of them noticing hidden features in the hex, make Wisdom rolls for the party.

~Searching happens when the party is looking for something within a hex or when their goal is to map or explore the hex itself. This takes 2D4 hours in the jungle and D4+1 hours on the coast. The party will find anything that isn't intentionally hidden or unusually concealed in the hex.

IN SUMMARY

Suggestions for what to put in the hexes besides what's below are given in the Random Tables section later on in the book.

This is not an exhaustive guide to what's on Awa Nikko, it's just a sample of the kinds of things a traveler might find hidden among the mountains, jungles, and coastal paths. The approximate location of places designated as "Landmarks" will be known to most long-term inhabitants of the island, and the precision of their directions will increase proportionally to the proximity of their homes to those places.

If a Referee is interested in making an adventure out of a trek across the island, then the details here can be used as a skeleton to hang such adventures on.

Sometimes overland travel is meant as a minor diversion between places that are meant to be interesting during the campaign. In this case, decide approximately how many encounters you'd want the party to have between their start and destination, and use the hex contents and / or random encounter rolls as a suggestion. You can randomize the chance of encounters across the length of the entire journey rather than by hour.

~If the party is going to be doing a lot of hexcrawling, remember you can add creatures of your own (including from other books as recommended at the beginning of the Bestiary section).

1 *SMALL LAKE WITH AN INN AND TAX-COLLECTOR'S POST ON AN ISLAND IN THE CENTER REACHED BY A SMALL ROWBOAT. THE INN OF LOW HIBISCUS OFFERS SOUP OF SQUID INK AND PIG-INTESTINE, HABU SAKE AND AWAMORI. IN THE HOUR AFTER SUNSET PATRONS GAMBLE ON THE NUMBER AND KIND OF THROWN-FOODSTUFF WOUNDS WITH WHICH THE TAX COLLECTOR WILL ARRIVE.*

2 *A SMALL HAMLET HERE HAS A COMPETENT SURGEON (CAN CURE D4HP PER DAY) BUT LABORS UNDER A CURSE LAIN UPON IT BY THE WINEDRUNK WITCH WHO DWELLS IN HEX 16: ALL THE CHILDREN ARE REALLY UGLY. THE PARENTS OF THE HAMLET WILL LAVISH SUCH GIFTS AS THEY HAVE ON ANY WHO CAN LIFT THE CURSE. A CAVE ALONG THE COAST IS HOME TO 15 GIANT BATS AS WELL AS 3200SP WORTH OF TREASURE INCLUDING TWO RANDOM MAGIC WEAPONS.*

3 *A LEOPARD CAT WAITS ON THE SHORE FOR ITS MISTRESS—A YUTA CAPTURED BY PIRATES. A SAGE STUDIES THE WILDLIFE HERE. HIS NOTEBOOK IS FILLED WITH INFORMATION ON COASTAL AND JUNGLE CREATURES.*

4 TEMPLE OF UMEBOSHI (SALTED PLUMS)
A MEETING PLACE FOR THE YUTA, BUILT INTO A CLIFF. A PAIR OF 20HD SHISA STATUES GUARD IT.
TWO GIANT COCONUT CRABS PICK AT THE REMAINS OF A SHIPWRECKED MERCHANT JUNK, LADEN WITH SILKS WORTH 3000SP TO THE RIGHT BUYER. VILLAGERS HERE BRING OFFERINGS TO AN UNUSUALLY LARGE GIANT GECKO WHO LIVES ON A THICKLY-WOODED HILLTOP.

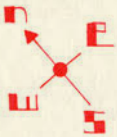
5 THE EAGLE'S EGG
MOST PROMINENT OF THE BIZARRE ROCK FORMATIONS THAT DOT THE AWA NIKKAN COAST, CONSIDERED A SACRED PLACE BY THE YUTA AND A HOME TO SEA SPIRITS.
THE EASIEST PATH TO THE INTERIOR FROM HERE IS A 30' WIDE RIVER THAT FLOWS INWARD FROM THE SEA, ACROSS WHICH A GIANT HALF-MOON SPIDER HAS SPREAD ITS WEB.

6 *AN ENTIRE VILLAGE HAS BEEN OVERRUN BY HUNDREDS OF GIANT MILLIPEDES. THEY CRAWL AMONG THE DEAD AND THEIR DESERTED HOMES. THE SURVIVORS HAVE FLED TO INNS AND VILLAGES NEARBY.*

7 TEMPLE OF TORN BLOSSOMS
ONE OF THE MOST SCENIC OF LOCAL TEMPLES, A PLACE OF GENEROSITY AND MERCY, WHERE CLERICS WILL HEAL TRAVELERS FOR A REASONABLE DONATION. GUARDED BY A PAIR OF 16HD SHISA STATUES.
AN INN REACHABLE ONLY BY A BRIDGE HAS BEEN QUIETLY OVERTAKEN BY BANDITS, THEY HAVE HELD THE GUESTS AS HOSTAGES FOR 2 DAYS ALREADY.

8 *THE PIRATE JUNK SILENT STORM (AS CORVETTE IN THE Lotfp RULES) IS MOORED IN A QUIET INLET ALONG THE COAST HERE. THE CREW IS GAMBLING IN A NEARBY VILLAGE. THERE ARE 4 PIRATES GUARDING IT, 3 OF WHOM ARE VERY LAZY.*

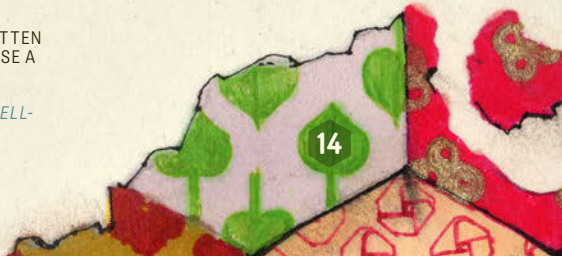
9 **HOKUZAN-TI DOJO***
VILLAGERS FLOCK FROM MILES AROUND TO LEARN TO DEFEND THEMSELVES IN WHAT ONCE WAS A GREAT CASTLE.
THERE ARE RUMORS OF A PLUM-THROWING TENGU IN THE UNUSUALLY LARGE TREES OCCUPYING AN ORCHARD HERE ON A GENTLE SLOPE SURROUNDING AN ABANDONED WELL, BUT SKEPTICS SUSPECT THAT SOMETIMES PLUMS JUST GROW LARGE AND FALL ON PEOPLE.



10 **WHITE JADE TEMPLE***
A BEAUTIFUL BUT SECRETIVE TEMPLE, WHERE THE CLERICS ARE SAID TO WORSHIP DARK GODS.

11 **LOST TOAD TEMPLE***
A CURSED BUT ONCE-PEACEFUL PLACE, THE WORSHIPPERS ARE GONE BUT A COLONY OF GIANT CARNIVOROUS TOADS REMAINS. RUMORED HOME OF THE MASK OF MARU.

12 IRON CRAG CASTLE
MASSIVE RUINS OF THE HOME OF A NOW-FORGOTTEN LORD, ITS CORRIDORS AND PARTIAL WALLS HOUSE A SERIES OF BRACKISH POOLS.
AN OLD FISHERMAN HERE TRAINS BOONIE DOGS TO RETRIEVE FISH FROM THE RIVER, HE HAS 5 WELL-TRAINED DOGS HE WILL SELL ONE FOR 300SP.



*areas marked with a * have their own section elsewhere in this book*

13 *TATTOOIST IN ONE OF THE VILLAGES HERE IS SAID TO BE THE FINEST IN THE LAND.*

14 *FLOCK OF BEAUTIFUL GIANT MOTHS LIVE NEAR A 40′ WATERFALL HERE. A GROUP OF LORD FALLING WAVE'S NEPHEWS TRAMP THROUGH THE JUNGLE, LOOKING FOR THE GIANT MOTHS—HUNTING THEM FOR SPORT WITH LONGBOWS.*

15 *A FAMILY OF 4 PTERODACTYLS ROOSTS IN THE CLIFFS AND HUNTS IN THE CHANNEL BETWEEN AWA NIKKO AND THE SMALL ISLAND, YAGAJI JIMA HERE.*

16 *IN A PERFECTLY-ROUND COTTAGE AT THE CENTER OF TWO CONCENTRIC RINGS OF PERFECTLY ROUND 5-FOOT MOAT SEPARATED BY A PERFECTLY ROUND RING OF GARDEN LIVES THE WINEDRUNK WITCH (12TH LEVEL EVIL YUTA). LEAPING OVER THE FIRST MOAT CAUSES A STRONG DESIRE TO HEAD ELSEWHERE IN THE FOREST AND FIND UMESHU (PLUM WINE) LEAPING OVER THE SECOND CAUSES A STRONG DESIRE TO GIVE IT TO THE FIRST WOMAN YOU SEE. STEPPING IN THE FIRST MOAT (2 FEET DEEP) CAUSES* SLEEP *AND THE SECOND IS INFINITELY DEEP AND CAUSES ANYONE TOUCHING THE WATER TO SINK AT 6 FEET PER ROUND. EACH EFFECT ONLY WORKS ONCE PER VICTIM EVERY 24 HOURS.*

17 **DOJO OF THE WHITE DEER***
FORMERLY A BULLFIGHTING ARENA, NOW HOME TO SCHOOL OF ARCHERY FOR WOMEN.
STUDENTS OF THE WHITE DEER SOMETIMES SLIP AWAY AT NIGHT, MILES DOWN THE COAST, TO FEED TUNA TO THE GIANT OCTOPUS THAT HUNTS ALONG THE SHORE.

18 VILLAGE OF FOUR BRIDGES
KNOWN FOR ITS STONE ARENA, WHERE VILLAGERS GAMBLE ON BATTLES BETWEEN CAPTURED JUNGLE CREATURES.
A DEER SPIRIT (6HD) WITH LEGS AS LONG AS A SAPLING LIVES IN THE FOREST HERE, BOUND TO GUARD A HILLTOP BY THE BANDITS WHO LIVE THERE FOR A YEAR AND A DAY.

19 *VILLAGERS HERE BRING OFFERINGS TO AN UNUSUALLY LARGE GIANT GECKO WHO LIVES ON A THICKLY-WOODED HILLTOP.*

20 TOWN OF SCARRED SLOPE
THE LARGEST INLAND TOWN ON THE ISLAND, A GOOD PLACE TO FIND SUPPLIES, PROVISIONS, AND HIRELINGS.
A GROUP OF NINJA SPIES IN THE EMPLOY OF LORD WHITE PLAIN (A MAINLAND DAIMYO) DISGUISED AS CHEFS ROAM THE COUNTRYSIDE HERE LOOKING FOR INGREDIENTS (POISONS).

21 *LARGE CASTLE HERE SEEMS, AT FIRST, AS ABANDONED AS THE SMALL TOWN GATHERED AT THE BASE OF ITS WALLS, BUT IN TRUTH IT IS STILL OCCUPIED BY THE MAD LORD OPULENCE, 15 SAMURAI, 20 SERVANTS, AND A SHIFTING HANDFUL OF CONCUBINES AND PARTY GUESTS. HE OWNS A GIANT SWORD-TAILED NEWT NAMED THE RED IMPERTINENCE WHICH HE EMPLOYS FOR IMPURE PURPOSES.*

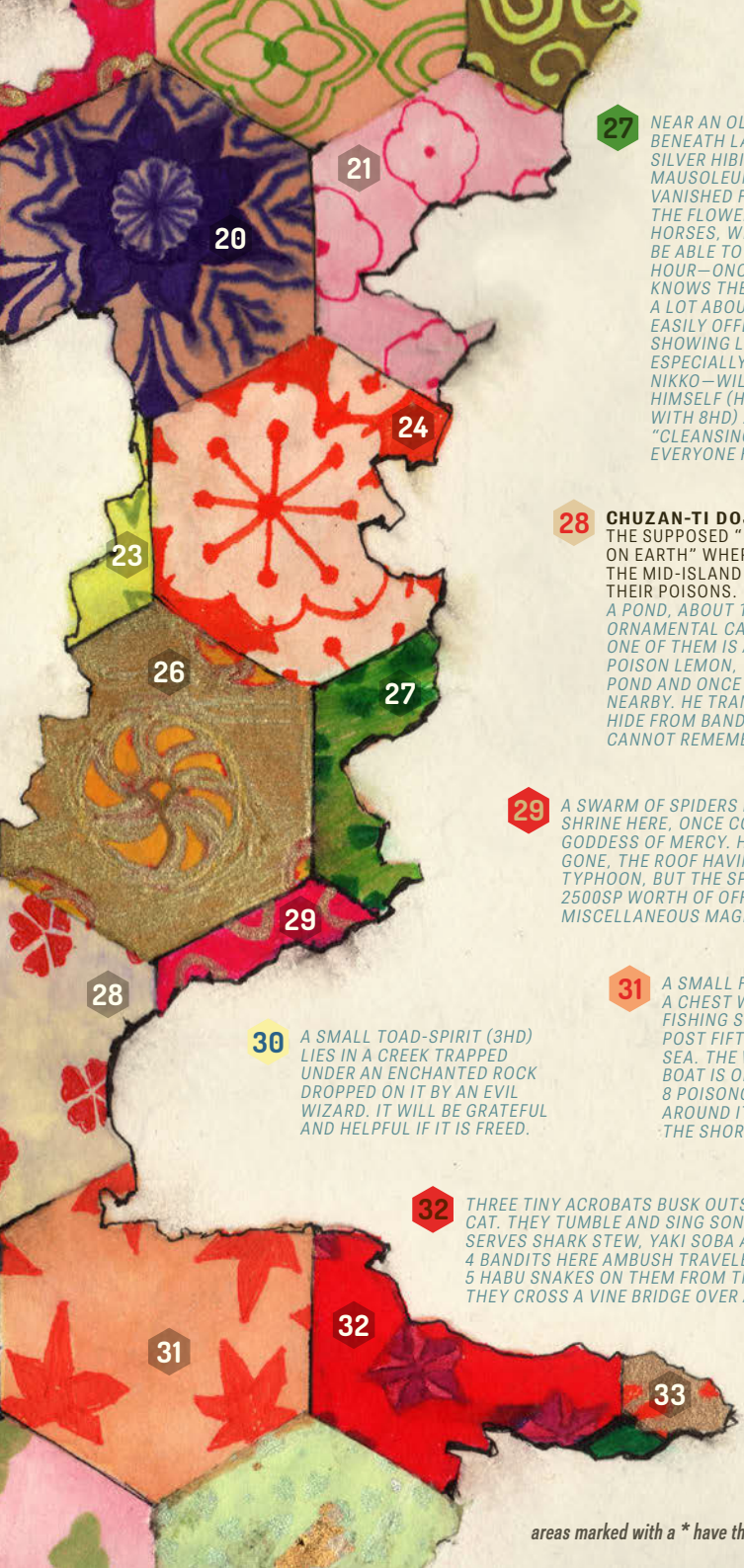
22 *THE ISLAND HERE IS HOME TO AN OVERGROWN TOMB CONTAINING 30 GIANT CATERPILLARS AND A WEALTH OF GRAVE GOODS (ROLL 12 TIMES ON THE TREASURE TABLE). A GROUP OF RONIN—DISAFFECTED WITH LORD FALLING WAVE—LIVE IN A VILLAGE HERE AND PROTECTING THE LOCALS FROM BANDITS AND PIRATES IN EXCHANGE FOR FOOD.*

23 *THE RUINS OF A COASTAL CASTLE HERE ARE HOME TO A THIRTY-EYED PEACOCK, WHO HUNTS AMONG THE SPORE-FILLED CHAMBERS AND VINE-CHOKED POOLS.*

24 *THE MAD MASTER OF THE THOUSAND VINE MOUNTAIN (A 12TH LEVEL KARATE MASTER) LIVES IN A SMALL BUT BEAUTIFUL HOME HERE, AND CHALLENGES ALL COMERS TO DUEL KNEE-DEEP IN AN ORNAMENTAL POND FILLED WITH SPOTTED STINGRAYS. IF DEFEATED, HE WILL TEACH THE WINNER 5 NEW MARTIAL ARTS TECHNIQUES AND GIVE AWAY HIS HOME TO THEM.*

25 *A GIANT TURTLE WHO LIVES HERE KNOWS THE WEATHER THREE DAYS IN ADVANCE AND WILL TELL ANYONE WHO BRINGS IT RARE FISH OR VEGETABLES TO EAT.*

26 *A GROUP OF EX-CLOUDSCRAPERS HAVE TAKEN OVER A SMALL TEMPLE HERE, EVICTING THE NORO, STEALING THE OFFERINGS AND LAYING TRAPS ALL AROUND. THE NORO WILL REWARD ANYONE WHO HELPS THEM RETURN. THE TEMPLE IS GUARDED BY A PAIR OF 10HD SHISA STATUES.*



27 *NEAR AN OLD FIELD-WALL AND BENEATH LAYERS OF LOW-GROWING SILVER HIBISCUS LIES THE FORGOTTEN MAUSOLEUM OF INK SPITTER, A LONG-VANISHED FOLK HERO. ANYONE EATING THE FLOWERS FRESH (INCLUDING HORSES, WHO LOVE THE STUFF) WILL BE ABLE TO SPEAK WITH DEAD FOR AN HOUR—ONCE. THE LATE INK SPITTER KNOWS THE LOCAL GEOGRAPHY AND A LOT ABOUT KILLING TENGU. HE IS EASILY OFFENDED, HOWEVER. ANYONE SHOWING LESS THAN PROPER RESPECT—ESPECIALLY ANYONE NOT FROM AWA NIKKO—WILL CAUSE HIM TO REANIMATE HIMSELF (HE IS AN ARMORED SKELETON WITH 8HD) AND SPEND THE MONTH "CLEANSING THE MOUNTAIN" (KILLING EVERYONE HE SEES) UNTIL COLLAPSING.*

28 **CHUZAN-TI DOJO***
THE SUPPOSED "MOST DANGEROUS PLACE ON EARTH" WHERE THE ASSASSINS OF THE MID-ISLAND STYLE TRAIN AND BREW THEIR POISONS.
A POND, ABOUT 100' ACROSS, FULL OF ORNAMENTAL CARP IN CARNIVAL COLORS. ONE OF THEM IS A TRANSFORMED WIZARD, POISON LEMON, WHO STOCKED THE POND AND ONCE OCCUPIED THE COTTAGE NEARBY. HE TRANSFORMED HIMSELF TO HIDE FROM BANDITS DECADES AGO AND CANNOT REMEMBER HOW TO TURN BACK.

29 *A SWARM OF SPIDERS LIVES IN A DARKENED SHRINE HERE, ONCE CONSECRATED TO A GODDESS OF MERCY. HER WORSHIPPERS ARE GONE, THE ROOF HAVING COLLAPSED AFTER A TYPHOON, BUT THE SPIDERS REMAIN, AS DO 2500SP WORTH OF OFFERINGS AND 4 RANDOM MISCELLANEOUS MAGIC ITEMS.*

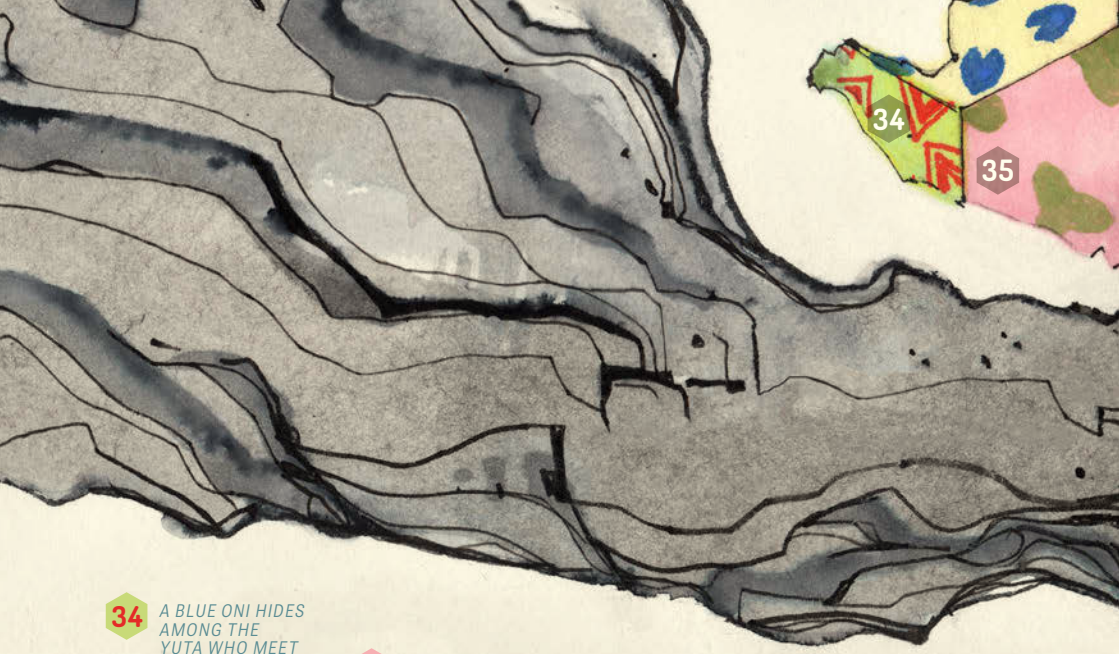
30 *A SMALL TOAD-SPIRIT (3HD) LIES IN A CREEK TRAPPED UNDER AN ENCHANTED ROCK DROPPED ON IT BY AN EVIL WIZARD. IT WILL BE GRATEFUL AND HELPFUL IF IT IS FREED.*

31 *A SMALL FISHING BOAT CONTAINING A CHEST WITH 700SP AND VARIOUS FISHING SUPPLIES IS TIED TO A POST FIFTEEN FEET OUT INTO THE SEA. THE WATER AROUND THE BOAT IS ONLY 5 FEET DEEP BUT 8 POISONOUS SEASNAKES SWIM AROUND IT, CONCEALED BENEATH THE SHOREWEED AND ALOCASIA.*

32 *THREE TINY ACROBATS BUSK OUTSIDE THE INN OF THE WINTER CAT. THEY TUMBLE AND SING SONGS ABOUT LADIES. THE INN SERVES SHARK STEW, YAKI SOBA AND INFUSED AWAMORI. 4 BANDITS HERE AMBUSH TRAVELERS BY DROPPING A SACK OF 5 HABU SNAKES ON THEM FROM THE OVERHANGING TREES AS THEY CROSS A VINE BRIDGE OVER A RIVER.*

33 *A CLAN OF KIJIMUNA DIVE FOR FISH AND PEARLS FROM THE CLIFFS HERE.*

*areas marked with a * have their own section elsewhere in this book*



34 *A BLUE ONI HIDES AMONG THE YUTA WHO MEET NEAR A CAVE HERE, HIDDEN BY SPELLS, SECRETLY SCHEMING TO DISCOVER AND DESTROY THE ISLAND'S SACRED PLACES.*

35 **ZAKIMI CASTLE***
HOME OF THE DAIMYO, LORD FALLING WAVE, WHO INDIRECTLY RULES THE ISLE OF AWA NIKKO.
AN AWA NIKKO RAIL BIRD HAS BEEN SPOTTED OUTSIDE OF LORD FALLING WAVE'S GARDENS BY THE SENTRIES.

36 *A KAKASHI HIGH IN THE MOUNTAINS GUARDS A BANYAN-GROVE LONG-ABANDONED BY THE KIJIMUNA WHO LIVED THERE. THE TREE CONTAINS 5 TREASURE-TABLE ROLLS WORTH OF TREASURE.*

37 **THE COLLAR*** AND THE **NEBULITH***
THE GREAT SOLIDIFIED ASH PLUME AND THE RAGGED CITY THAT SURROUNDS IT.

DRAGON'S CAVE*
A GROUP OF PIRATES HAS SOMEHOW CAPTURED AN ANCIENT DRAGON AND CONFINED IT HERE.

38 *A STRING OF FISHING VILLAGES HERE HAVE BEEN CONFRONTED WITH A SERIES OF MURDERS AND DISAPPEARANCES CAUSED—UNBEKNOWNST TO THEM—BY A PAIR OF REEF PICKERS HUNTING STRAGGLERS AT NIGHT.*

39 **HOME OF IZUMI, THE SEASNAKE MEDUSA***
ONE OF THE RYUKYU'S OLDEST AND MOST POWERFUL INHABITANTS.
THE ISLAND ABOVE IZUMI'S LAIR IS OVERGROWN BY SHIMMERING SUGAR CANE FIELDS. ENTERING THE CANE FIELDS AND REMAINING LONGER THAN ONE ROUND WILL DISTORT TIME BY A NUMBER OF YEARS ROLLED ON A D20. TIME JUMPS FORWARD OR BACK—EVEN NUMBERS ARE THE FUTURE, ODD NUMBERS ARE THE PAST. REMOVE CURSE *CAN RESET A CHARACTER'S PHYSICAL AGE, BUT THE NEW EFFECTIVE TIME OF AWA NIKKO IS PERMANENT.*

40 *HUNDREDS OF YEARS AGO, THE MASSIVE CHINESE TREASURE SHIP THAT NOW LIES ON A REEF JUST 50' BELOW THE SURFACE SUNK, AND NONE OF ITS CONTENTS HAVE EVER BEEN SALVAGED. THE WRECK IS NOW HOME TO A SCHOOL OF 5 GARGANTUAN NINJA LANTERNSHARKS.*

41 *A PARLIAMENT OF 15 GOBLIN OWLS OCCUPY THE TREES AROUND A FRESHWATER POND, ATTACKING AND EATING ANYTHING THAT ARRIVES ALONE.AN UNDERGROUND CAVE SYSTEM TRAVERSES THIS ENTIRE AREA BEGINNING UNDER NANZAN-TI CASTLE IN HEX 44 AND SPIDERING NORTHEAST THROUGH THIS HEX TO THE COAST. ALL JUNGLE-CONCEALED ENTRANCES ALONG THE ROUTE HAVE PAIRS OF VERY ANCIENT SHISA (12+D8HD). PURPOSE AND CONTENTS OF TUNNELS UNKNOWN BY ANY LIVING HUMAN.*

42 *THREE SENTINEL HERONS PREY UPON LOST SHIPS AND CHILDREN WHO STRAY TOO FAR FROM THEIR HOMES ALONG THE LONELY COASTLINE HERE.*

43 **NANZAN-TI DOJO***
GENERATIONS OF SOLDIERS AND BODYGUARDS TO GREAT LORDS TRAIN IN THE MARTIAL ARTS HERE.

44 **CRYPT OF THE DOZEN KINGS / TAMAUDUN***
A FORBIDDEN PLACE, HOME TO TWELVE PAST KINGS OF AWA NIKKO, THEY ARE LONG DEAD, YET IT IS WHISPERED THAT THEY YET WALK.

NANZAN-TI CASTLE*
AND SURROUNDS- HOME OF KING SHŌ SHISHŌ AND THE AWA NIKKO ROYAL FAMILY, NOBILITY, ARTISTS, ARISTOCRATS, SHOP KEEPERS AND FOREIGN EMISSARIES . PUPPET MONARCH OF THE ISLAND'S OLD LINEAGE KEPT IN PLACE BY MAINLAND INTERESTS, SECRETLY TAXED BY THE DAIMYO. SEE HEX 41 FOR THE DESCRIPTION OF THE UNDERGROUND CAVE SYSTEM HERE.

45 *WHAT APPEARS TO BE AN INVITING AND SECLUDED DEEP-WATER HARBOR ALONG THE COAST HERE IS HOME TO A MILE-LONG STRETCH OF SEABASTION JUST BENEATH THE SURFACE. LOCAL FISHING VILLAGERS KNOW TO AVOID IT BUT THE PIRATES MOORING THEIR SHIPS HERE DO NOT.*

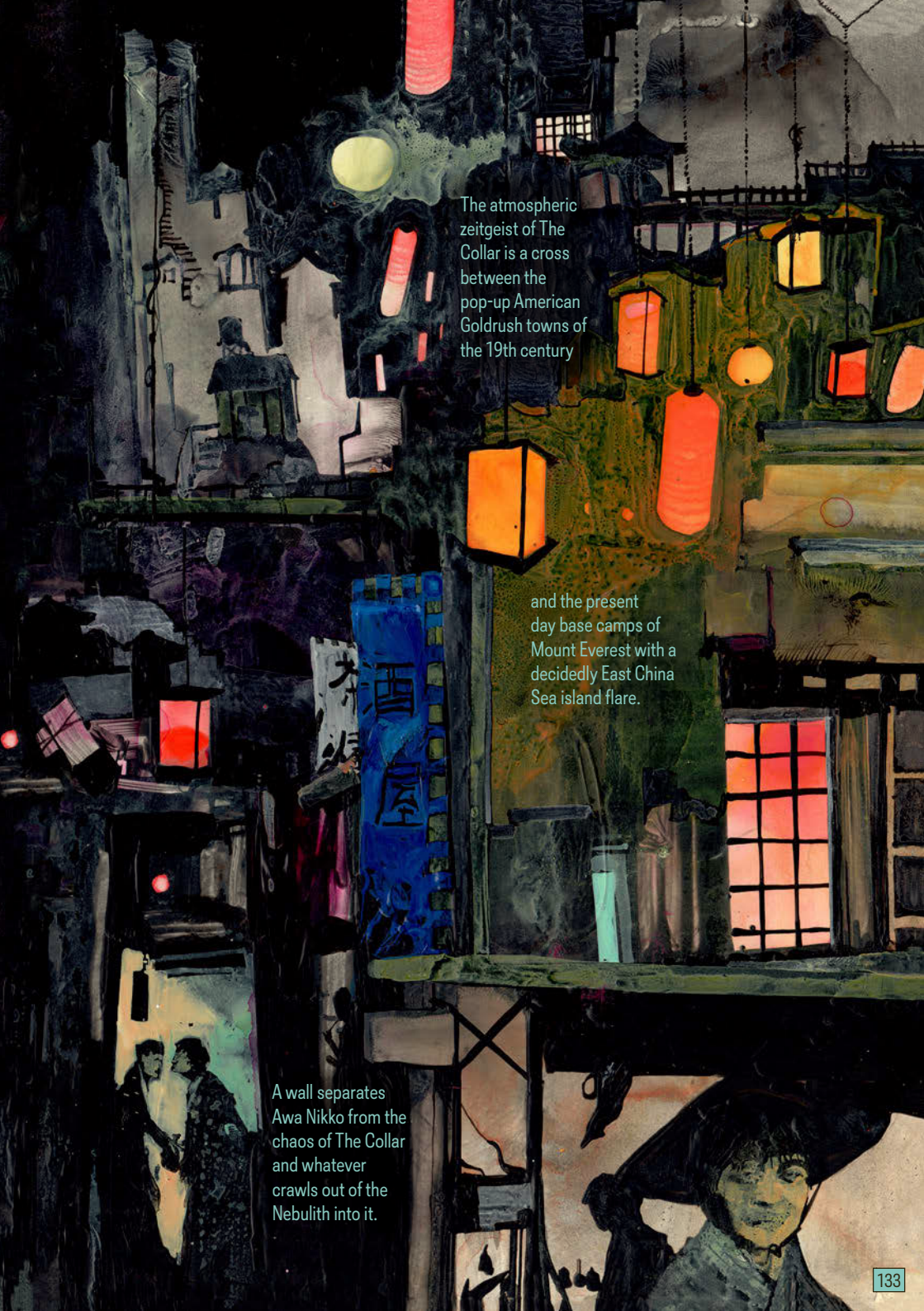
46 *THE CRUEL LADY TWIN FAN OWNS A LARGE SWATH OF LAND HERE. ANY WHO DISPLEASE HER ARE FED TO A PAIR OF PET GOBLIN SHARKS THAT DWELL IN A POOL AT THE BOTTOM OF A WATERFALL BENEATH HER FORTIFIED COASTAL ESTATE.*

47 *AN 8TH-LEVEL WIZARD HERE HAS TRAINED A GIANT EEL TO CHASE SHIPS TOWARD SHORE, WHERE TOGETHER THEY WORK TO WRECK THE SHIPS AND STEAL THEIR GOLD.*

THE COLLAR . . .

is a dangerous ring-shaped agglomeration of shelters surrounding the Nebulith teeming with pirates, cloudscrapers, hustlers and gamblers, merchants and stray dogs, the maimed, the mad, and the damned hailing from Awa Nikko and from everywhere else up and down the Black Stream trade route. A third of this accreted maze of contorted makeshift is temporary dwellings of various kinds, including tents, covered carts, bivouacs, and shoddy canvas pavilions, and another third is on the water—a dense flotilla of boats, permanently moored ships, barges, gangways, and rickety platforms. The remaining third consists of permanent structures, but is no less chaotic. As such, navigation is complex and uncertain, and the chance of walking past-, in on-, over-, or onto-, someone one would rather not is disturbingly high.

Players will find that The Collar is composed of a transient, international crowd of treasure hunters and seekers of fortune, all of whom make a living directly or indirectly by "scraping the cloud" in the local parlance.



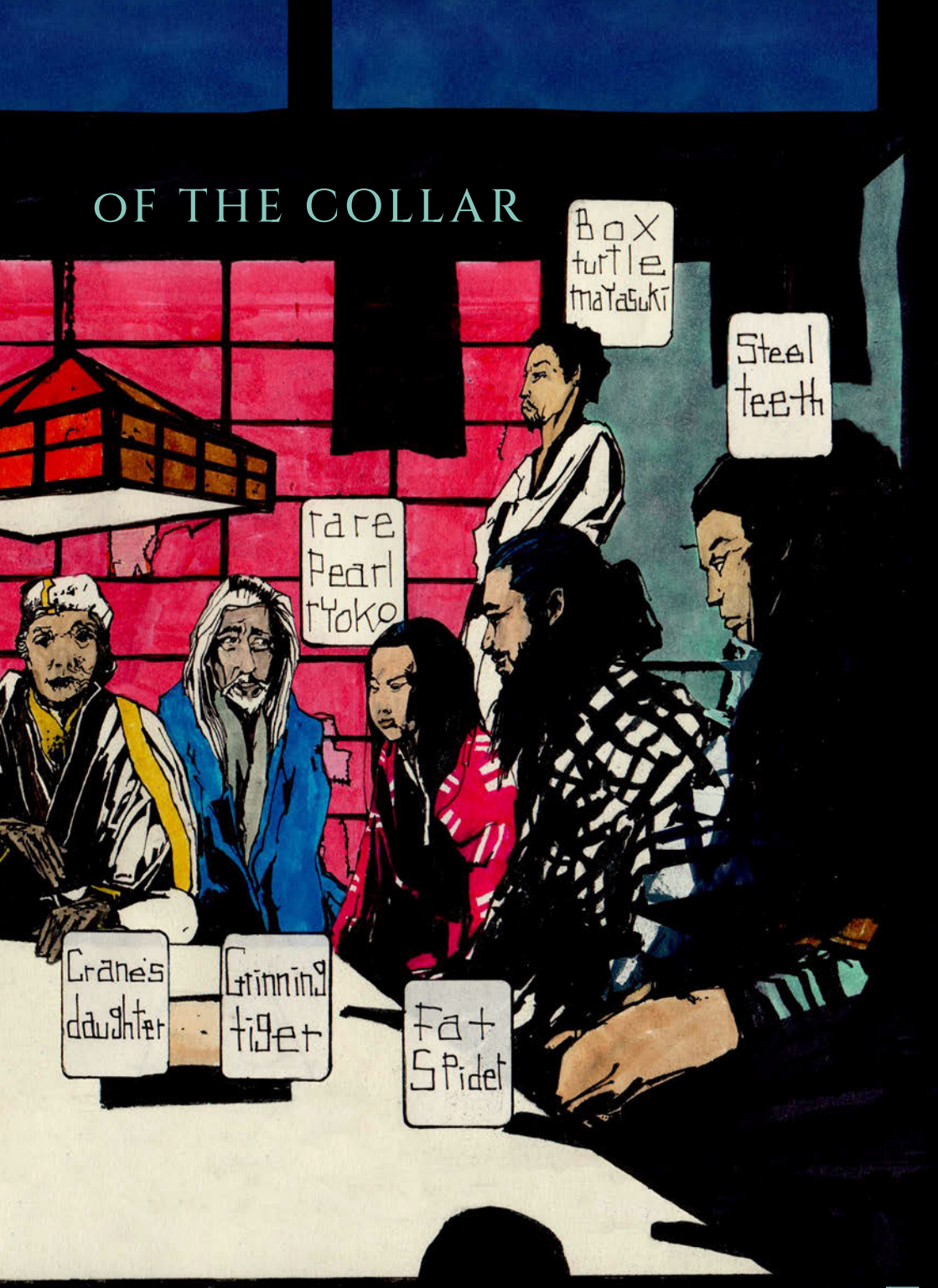
The atmospheric zeitgeist of The Collar is a cross between the pop-up American Goldrush towns of the 19th century

and the present day base camps of Mount Everest with a decidedly East China Sea island flare.

A wall separates Awa Nikko from the chaos of The Collar and whatever crawls out of the Nebulith into it.

SOME INHABITANTS

OF THE COLLAR



RED EYE REI

~A tattooist rumored to be from another island.

~Nicknamed for her tattooed eye.

~Wisdom 17.

~Works out of an impressive two-story red-roofed building near the waterfront.

~Her most expensive tattoos have magical properties.

BLACK TURTLE Deflects a killing blow one time.	1000SP
OCTOPUS IN WAVES Water breathing for 24 hours, activates the first time you swim after, works once.	1000SP
CRANE OVER A MOON *Feather Fall* one time.	800SP
SERPENT WITH BARED FANGS Next natural 20 does triple damage.	800SP
HAJICHI *(geometric hand tattoo)* ARROW +2 Charisma the next time you speak to someone you're attracted to. Women only.	1000SP
HAJICHI BOX *Protection from Evil* spell over you every full moon. Women only.	2000SP
HAJICHI X *Contact Curse** spell works three times. Women only.	1000SP

*described on p. 198

FAT SPIDER

~Loose-limbed and long-bearded.

~Sells charms to sailors and cloudscrapers from a cart under a red parasol.

~500SP each—some charms work, some don't. A typical selection below.

"GHOST TOOTH" RING
ALLOWS YOU TO HIT ETHEREAL CREATURES AND CREATURES NORMALLY ONLY HIT BY MAGIC WITH ORDINARY WEAPONS
(works)

MAGIC HABU SNAKE WINE
YOU DRINK IT BUT YOUR ENEMY GETS DRUNK
(works)

MONGOOSE LEG CHARM
INCREASE YOUR DODGING ABILITY
(doesn't work)

"DRAGON FANG" PENDANT
DOUBLE DAMAGE
(doesn't work)

BLACK CORAL NECKLACE
BREATH WATER FOR AN HOUR
(works for half an hour)

MOUSE EAR EARRING
ALLOWS YOU TO UNDERSTAND LANGUAGE OF MICE
(works)

AREKUSU THE BOONIE

~From somewhere in the west.

~Owns Boonie Dog's Shank Shack, a popular knife emporium with short-bladed weapons collected from cloudscrapers from all over the world.

~Rumored to be married to Izumi the Seasnake Medusa.

Available weapons include:

WHIRLING GEISHA'S KIMONO	KAIKEN
SHARPENED BAMBOO SHANK *~telescoping*	SAI
NINJAS THROWING KNIVES	DIRK
PIRATE'S BOARDING KNIFE	SEME
WHITE DEER FOOT KNIFE	QAMA
BALISONG *butterfly knife*	KUKRI
DOUBLE EDGED TANTO	TANTO
ROPE DAGGER / DART	FACON
KITCHEN CLEAVER	BILLAO
BOLLOCK DAGGER	HALADIE
MAIN-GAUCHE	STILETTO
KERIS DAGGER	MACHETE
TINBE ROCHIN	CINQUEDEA
PUNCH KNIFE	WAKIZASHI
YOROI DOSHI	METEZASHI
MISERICORD	

Although the majority of these are ordinary and inexpensive, at any given time Arekusu will have D4 collectors-items of unusual provenance:

~Allegedly forged by the lost cloud civilization humanoids, used to kill legendary monsters,

~OR~

~Allegedly wielded by various storied cloudscrapers, pirates, samurai, or foreign heroes.

These cost D8 x 1000 each and have a 10% chance of being magical weapons.

The possibilities include:

DEMON HORN

BLESSED BY A YUTA AND BATHED IN THE BLOOD OF THE MEGALOID IT WAS TORN FROM, THIS DAGGER WORKS AGAINST CREATURES ONLY HURT BY MAGIC WEAPONS AND DOES DOUBLE DAMAGE TO UNHOLY CREATURES OF ALL KINDS.

PLUME PICK

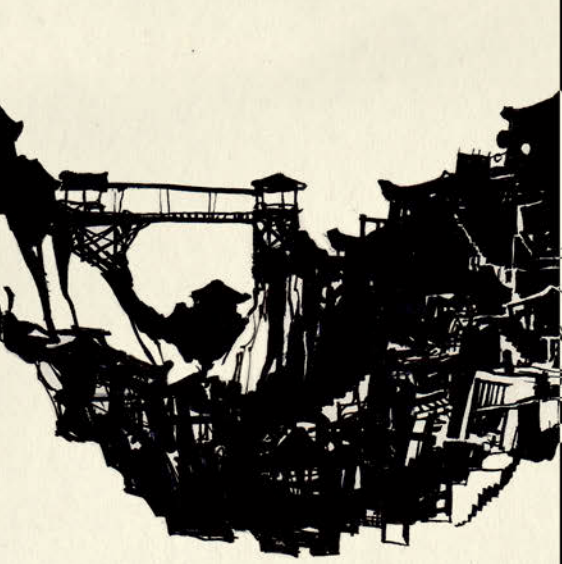
MAGICALLY MADE FROM TEMPERED SUPER-HARD GLASS, THIS PICK DOES KNIFE-LIKE DAMAGE BUT IGNORES ARMOR WHEN ATTACKING ANYTHING MADE OF STONE OR MINERAL. ANYONE USING IT WHILE CLIMBING CAN RE-ROLL ANY FAILED CLIMBING ROLL.

FIRE CORAL SHANK

THIS ENCHANTED STINGING BLADE CAUSES THE TARGET TO SAVE OR BE UNABLE TO MOVE FOR AN ENTIRE ROUND AFTER.

HOSHI'S POINT

ANY INTELLIGENT CREATURE CUT BY THIS MAGICAL BLADE WILL BE SEIZED BY THE NEED TO ORALLY COMPOSE IMPROVISED POEMS ABOUT THE SURROUNDING LANDSCAPE FOR D6 ROUNDS AFTER WHICH THEY WILL BE ALLOWED A SAVE. IF THE SAVE IS FAILED THEY MUST CONTINUE TO VERSIFY FOR D6 MORE ROUNDS AND THEN SAVE AGAIN, ETC. ON AND ON UNTIL THEY SUCCEED. TARGETS MAY ACT WHILE SPOUTING POETRY, BUT ANY OTHER SPEECH (INCLUDING SPELLCASTING OR GIVING ORDERS) IS IMPOSSIBLE.



SEVENTH SON

~Semi-retired pirate, now full-time gambler.

~9th level Pirate.

~Mostly stays aloof from criminal activity but knows a great deal about crime in The Collar.

~Can be found drinking almost anywhere in the area, ready to wager on almost anything.

HD 9 HP 43
MORALE 9
SPEED 120'
ATTACK +7 TO HIT WITH TANTO D4HP

SKILLS
SAILING: 6 IN 6
LANGUAGES: 4 IN 6

STEEL TEETH

~Professional pit fighter.

~Occasionally picks up work as a bodyguard on cloudscraping expeditions.

~60SP / day to hire him.

~Carries a knife, 5 torches, 5 oils, backpack, climbing spikes.

HD 3 HP 15
MORALE 10
SPEED 120'
ATTACK +4 TO HIT:
DROP STRIKE *~D4+2HP plus save or enemy falls prone or saves and is knocked back 10 feet*
STUNNING STRIKE *~D4HP+2 bonus plus target must save or can only passively defend themself on their next action*

BOX TURTLE MAYASUKI

~Sage and expert translator.

~Veteran of many expeditions all over the island and elsewhere.

~Hires himself out to cloudscrapers and diplomats.

~Intelligence 18, expert on the history of the island.

~75SP / day to hire him.

~Lives in a small library guarded by 2 fierce boonie dogs named Spring Plum and Icicle.

HD 3 HP 9
MORALE 8
SPEED 120'
ATTACK +1 KNIFE D4HP
SKILL
LANGUAGES: 6 IN 6

BROKEN STONE

~Former monk.

~Now hires himself out as a man-at-arms to cloudscrapers.

~50SP / day to hire him.

~Carries a staff, grappling hook, 50' rope, lantern with 10 oils, knife, and a *Delay Poison* potion bought from a yuta.

~high DEX
HD 3 HP 13
MORALE 9
SPEED 120'
ATTACK +4 TO HIT
GRAPPLING STRIKE *~D4HP plus save or have a limb grabbed*
STAFF STRIKE *~D6HP plus save or fall prone*
SPECIAL CRANE OVER MOON TATTOO FROM RED EYE REI
SKILLS
BUSHCRAFT: 3 IN 6
CLIMB: 5 IN 6
LANGUAGES: 3 IN 6

SOUR PEAR

~Grizzled, knowledgeable, avuncular.

~Typical soldier stats.

~Owns the House of Seven Reeds, a tavern near the center of The Collar.

~The tavern has a grave marker in the center of the room where a cloudscraper fell through the ceiling into the bar.

~Specializes in overproof awamori and jellied sea cucumber.

~Drinks are cheap and wrestling matches are common.

GRINNING TIGER

~Long-haired poet from the mainland.

~Drinks heavily.

~Gossips frequently.

~Occasionally writes poems about heroic cloudscrapers after an unusually thrilling scrape.

~Encyclopedic knowledge of scenic spots on the island.

SKILLS
ARCHITECTURE: 4 IN 6
BUSHCRAFT: 4 IN 6
CLIMB: 2 IN 6
LANGUAGES: 4 IN 6

RARE PEARL RYOKO

~Fast-talking and philosophically minded.

~Sells jars full of fungi from a shack full of colored jars, for culinary, medicinal, and magical purposes

~A typical selection, with a max of 3 of the following available on any given day:

	PER DOSE
DEEP SEA RUST FUNGI	200SP
~RUSTS WHAT IT TOUCHES BEYOND USE.	
MOTTLED PURPLE FUNGUS	200SP
~A SNEEZING POWDER THAT LASTS 1 ROUND.	
INKY GLITTERDUST EXTRACT	200SP
~NOT VISIBLE AT MORE THAN 5' BUT PROVIDES JUST ENOUGH LIGHT TO PERFORM DELICATE TASKS FOR 10 MINUTES.	
PHOSPHORESCENT BALL POLYPORE	100SP
~GLOWS LIKE A TORCH ~LASTS 8 HOURS.	
RHIZOMOUS SAC MOLD	500SP
~HALLUCINOGEN, AS STANDARD DRUG (SEE DRUGS)	
VERMILION TOADSTOOL POWDER	100SP
~RESTORES 1HP.	
BANDED BEETLE MILDEW	600SP
~BURNS LIKE FIRE ON SKIN FOR 2 ROUNDS FOR D4HP DAMAGE PER ROUND.	

~Will pay well for unusual funguses and substances, she currently is seeking:

- ◯ A RARE FUNGAL FILM THAT ONLY GROWS ON THE OUTER SHELL OF AN UNHATCHED PTERODACTYL EGG.
- ◯ THE REGENERATIVE BLOOD HARVESTED FROM THE TAIL OF A GIANT GECKO.
- ◯ THE MUCOSA FROM THE EYE OF A GIANT BAT.

CRANE'S DAUGHTER

~Big smile, three teeth.

~Yuta who specializes in telling cloudscrapers' fortunes.

~Works out of a small folding, wheeled cart where she sleeps.

~Susceptible to flattery.

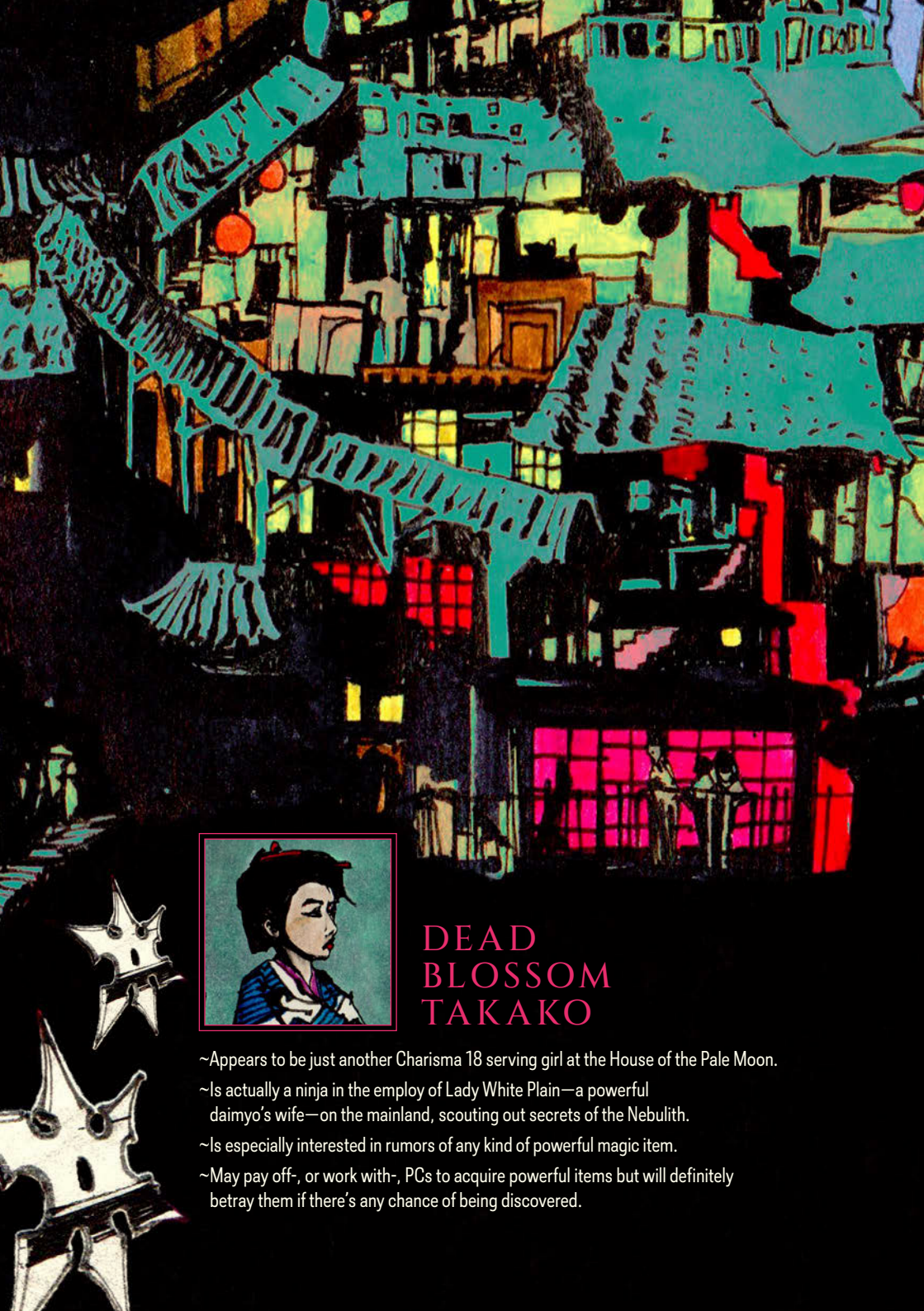
~Has a leopard-cat majo animal named Cloud.

PRICE LIST

*FORTUNE**	200SP
IDENTIFY	1000SP
*SHELL AUGURY**	200SP
CURE LIGHT WOUNDS	400SP
*CONTACT SPIRIT**	1000SP
LEGEND LORE	2000SP

HD 5 HP 20
MORALE 10
SPEED 120'
ATTACK +5 TO HIT WITH KNIFE D4 ENCHANTED WITH A *CONFUSION* SPELL
SPECIAL CRANE'S DAUGHTER'S SHOES ARE ENCHANTED WITH AN *ESCAPE** SPELL *and* SHE IS PROTECTED AT ALL TIMES BY A *CONTACT CURSE**.

**described beginning on p.198*



DEAD BLOSSOM TAKAKO

~Appears to be just another Charisma 18 serving girl at the House of the Pale Moon.

~Is actually a ninja in the employ of Lady White Plain—a powerful daimyo's wife—on the mainland, scouting out secrets of the Nebulith.

~Is especially interested in rumors of any kind of powerful magic item.

~May pay off-, or work with-, PCs to acquire powerful items but will definitely betray them if there's any chance of being discovered.

~high DEX

HD 12 HP 60
MORALE 10
SPEED 120'
ATTACK 12 ATTACKS PER ROUND PER HIT DIE,
+3 TO HIT WITH KUSARI-GAMA D8HP *or*
+4 TO HIT WITH SHURIKEN D4HP,

TWIN STRIKE *~D4 +2 to two adjacent opponents simultaneously. Roll once—if you hit the harder-to hit target, you hit both. If you fail, you hit neither*

LEAP STRIKE *~only +1 to hit but D8+2HP and opponent is knocked prone or back 10 feet*

SPRINGING STRIKE *~While prone, roll to hit without disadvantage—if you succeed you are no longer prone and have hit an opponent nearby for D4+2HP*

HALF-NIGHT TALON *~On a successful unarmed strike do 2HP and take one eye from a human-sized enemy*

DRUNKEN MANTIS RIOT *~Up to 5 mêlée opponents within 10 feet must save or only passively defend themself on their next action*

SPELLS *DETECT LIE*
FIND THE PATH
LOSE THE PATH
FORGET
*ESCAPE**

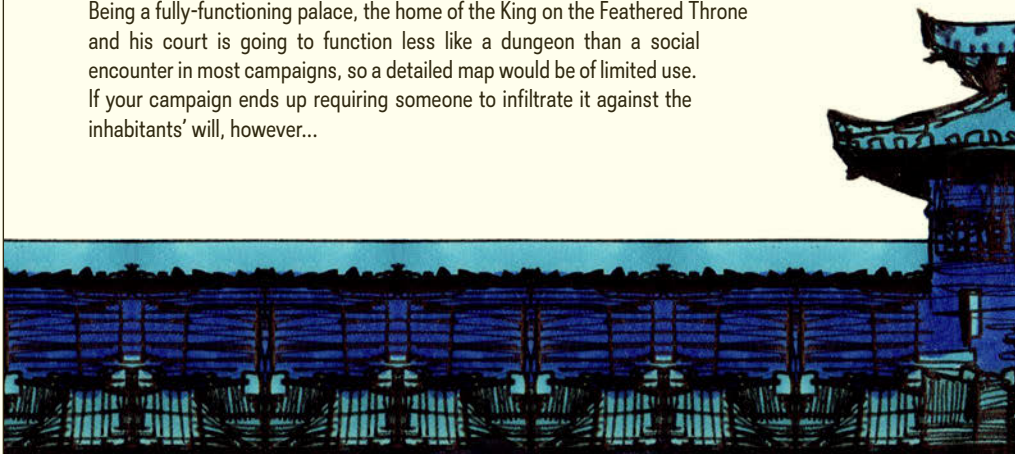
SKILLS
DISGUISE: 6 IN 6
CLIMB: 6 IN 6
SLEIGHT OF HAND: 6 IN 6
SNEAK ATTACK: 4 IN 6
STEALTH: 6 IN 6
LANGUAGES: 3 IN 6

*described on p. 198

NANZAN-TI CASTLE

is home to the Awa Nikkan puppet king—King Shō Shishō and his family—it is located on a hill overlooking the city of Naba. From here, the king publicly carries out his ritual duties and privately schemes against mainland influence.

Being a fully-functioning palace, the home of the King on the Feathered Throne and his court is going to function less like a dungeon than a social encounter in most campaigns, so a detailed map would be of limited use. If your campaign ends up requiring someone to infiltrate it against the inhabitants' will, however...



NOTE It has several notable security features, including:

~A pair of 15HD shisa, one male, one female, guard the front gate.

~Beyond the 16' outer walls, there is an inner courtyard dense with trees that forms a ring around the inner palace and compound. Three giant half-moon spiders live here and will attack anyone not bearing (or escorted by someone bearing) a special wave tattoo that marks members of the court and staff.

~The tattoos, as well as many other matters of spiritual and physical security, are managed by the King's sister, the high-priestess Lady Miyoko.

~The majority of guards are palace guards with typical stats. Those posted outside carry spears in addition to their swords. There are 37 guards total, and D4-1 will arrive each round in response to any commotion. There are two posted at the entrance to any sensitive area of the castle.

KING SHŌ SHISHŌ

A man of impeccable lineage and average ability, the king nevertheless does care about the people of Awa Nikko. He—accurately—sees his freedom and safety as tied to their own. He wants to keep the old traditions of the island alive, to maintain his family's luxury and status, and to protect the people of the island—not necessarily in that order. To this end he'd like to push off the yoke of the daimyo, Lord Falling Wave, stop the sea pirates from raiding the coasts, and rid the island of dangerous creatures. Ideally, he would like to clear out The Collar and the cloudscrapers who gather there but at present he is more focused on hiring them to help achieve his other objectives.

As he takes counsel from the Dozen Kings, he also occasionally flirts with ideas of killing the Mist Woman and destroying the Nebulith—which he believes is the cause of much foreign meddling.

QUEEN UKIYABA

The queen's goals, abilities and self-interest largely align with those of her husband, however she is somewhat more in tune with both the notions of common people and with spiritual matters—as she frequently brings the island's artists, poets, scholars, yuta, noro and various community leaders to the palace to speak to her, as well as interesting foreigners.

In particular, she is opposed to harming The Mist Woman, which she feels (accurately) would have disastrous effects for everyone on the island.

LADY MIYOKO

Highest of the officially-sanctioned priestesses, or Noro, of the official local faith on the island. She acts as advisor to her brother, the king, and handles security for Nanzan-ti Castle. While she works with yuta and happily employs their protections, Lady Miyoko and her noro occasionally differ on methods and goals, especially when it comes to the puppet-king's influence on the island. Like the Queen, she is opposed to harming The Mist Woman, to whom she prays for guidance, or destroying the Nebulith, which is the source of great spiritual energy.

While personally powerful enough to wreak great havoc on Lord Falling Wave's forces, Lady Miyoko is well-aware that open rebellion will only invite a more aggressive and repressive response from the mainland, so she prefers to pursue the royal family's goals via the paths of intrigue and influence.

LADY MIYOKO IS KNOWN TO POSSESS THE FOLLOWING OBJECTS:

~A pair of gloves that activate a *Poison Verse—Deafen** spell if she claps her hands.

~A censer that, when lit, activates a *Spiritual Vision** spell.

~A robe that can activate a *Natural Protection** spell.

~A hairpin that can activate a *Spiritual Sensitivity** spell when worn.

~A pair of sandals that can activate an *Escape** spell.

~A pouch containing a powder which activates a *Confusion* spell when inhaled.

~A pouch containing a powder which activates a *Bone Curse** spell when inhaled.

~A dagger that activates *Slow* spell on the target.

*described beginning on p.198

HD 15 HP 60
MORALE 9
SPEED 120'
ATTACK +4 TO HIT WITH KNIFE D4
SPELLS LADY MIYOKO IS A 15TH LEVEL NORO (CLERIC), WITH THE FOLLOWING SPELLS USUALLY PREPARED:

BLESS	*MAGIC VESTMENT*
COMMAND	*DETECT LIE x2*
DETECT EVIL	*DIVINATION*
SANCTUARY	*COMMUNE x2*
TURN UNDEAD	*TRUE SEEING*
AUGURY	*DISPEL EVIL*
ENTHRALL	*HEAL x3,*
RESIST COLD,	*FORBIDDANCE*
RESIST FIRE,	*HOLY WORD x2*
HEROISM,	*CONTROL WEATHER*
DISPEL MAGIC x3,	
REMOVE CURSE	
PROTECTION FROM EVIL	
PROTECTION FROM EVIL ~10' Radius	

SPECIAL THESE TWO SPELLS ARE ALWAYS ACTIVE:
SKIN CURSE ~Anyone touching Lady Miyoko without permission loses a finger on the offending hand.
CURSE ~Anyone intentionally harming Lady Miyoko will be blinded for a year next time they see the sun set.

ZAKIMI CASTLE

and Yomitan, its surrounding settlement, were built by the mainland powers to oversee both Awa Nikko and the goings-on in and around the Nebulith while allowing the puppet king to save face by remaining in his palace. It is currently inhabited by Lord Falling Wave, his family, and their retainers. There is a carved subterranean tunnel leading into the Nebulith beneath the castle.

The home of Lord Falling Wave and his bureaucracy, like Nanzan-ti Castle, is more of a social location than a dungeon so instead of a detailed map a list of important features is more important:

~There is a garrison of 95 samurai on the grounds and every gate is guarded. Those stationed outside carry naginata (polearms doing D8HP damage) in addition to swords.

~It is guarded by a moat 30′ wide and 20′ deep crossed by guarded bridges at three points.

ONCE A MIGHTY FORCE ON THE BATTLEFIELD,

LORD FALLING WAVE

has—depending on your interpretation of mainland politics—earned a life of ease in a tropical paradise or been placed where he poses the least threat to more powerful daimyos. He is more worried about pirates and power games across the sea than the well-being of Awa Nikkans, but occasionally will receive orders from above to investigate various disturbances or discoveries in the land he nominally rules.

In addition, he wants to extend his power on the island and in relation to the mainland daimyos. To this end, he is to some degree interested in making Awa Nikko a prosperous and safe (or at least safer) place.

He is contemptuous of the King but fears Lady Miyoko. He has lately become interested in the ancient weapon known as The Ten Thousand Demon Hand.

See: THE BLACK HIBISCUS SCROLL & THE TEN THOUSAND DEMON HAND

HD 8 HP 32
MORALE 9
SPEED 120'
ATTACK 2 ATTACKS PER ROUND +7 KATANA D8HP

CHIRU-GWA

A DECADE AGO, a high-ranking samurai in the employ of Lord Falling Wave became infatuated with an Awa-Nikkan girl named Chiru-gwa. He wooed her with fine food, poetry, and the opulent kimonos fashionable amongst the ladies of the samurai's homeland until she succumbed to his advances. The two became not-so-secret lovers. While Chiru-gwa soon became one of the richest women on Awa Nikko she also found herself increasingly separated from the world she had come from.

Not truly comprehending the situation, she obtained the traditional hand tattoos of a woman married despite becoming increasingly isolated from family and friends in a lower wing of Zakimi Castle. Things got worse when the samurai's true wife in the North learned of the island beauty her husband was fawning over.

As punishment for the samurai's blatant indiscretions, the samurai's wife spoke to contacts in the West and had something done to Chiru-gwa. What was done, or how, is not known.

What is known, is that the shoji sliding screens in Chiru-gwa's lower wing of Zakimi castle are now entirely black. Very little light passes into her chambers and the smell of night jasmine overpowers every other. Chiru-gwa now only comes and goes from Zakimi Castle during the hour of the rat and visiting family report that while she still has her wits about her, she has an alarming and intimidating pallor. Her two personal attendants have a similar air about them.

In truth, Chiru-gwa has become some kind of vampire. During the day, she has no idea what has happened to her, and simply disdains the sun and its light and any food—at night, she stalks humans and drinks their blood. Her night-time personality is shrewd enough to have avoided raising further alarm by killing those in the castle, for now.

If treated with during the day, she is a pathetic and alienated soul, desperate for comfort and companionship.

A SECRET HATCH BENEATH THE MATS AND FLOORBOARDS IN CHIRU-GWA'S CHAMBERS CONTAINS HER MOST VALUABLE TREASURES:

~An exquisite black and midnight blue fan worth 6000SP that can cast *Charm Person* on everyone in a room once per month.

~7 vials of liquid shadow: it creates a deep shadow—approximately 10' x 10'—where there should not be one. Anyone can walk into one such shadow and exit out of any of the others.

~A black-and-red lacquered dinner set containing a knife and a pair of magical chopsticks: any time these implements are used to eat a human being, the sun will be fully hidden the following day—as if eclipsed. For occult purposes, the next day should be treated as night. She tries not to use the fan or dinner set too often so as not to attract attention.

HD 8 HP 40
MORALE 12
SPEED 120' *~including flying head*
ATTACK 2 ATKS PER ROUND:
+6 TO HIT NAIL / CLAW D6HP
+6 TO GRAPPLE
CAST *CHARM PERSON* or *MONSTER*
~these are inherent abilities, not spells
BITE A GRAPPLED or *CHARMED* VICTIM:
~D4 damage, drains one level from the victim, placing them at the midpoint of experience points at the next lower level, adds the HP to vampires' own.
~Victims drained to 0 become 1HD vampires controlled by their slayer.
~OR~
CAST ONE SPELL PER ROUND
~instead of physical attacks

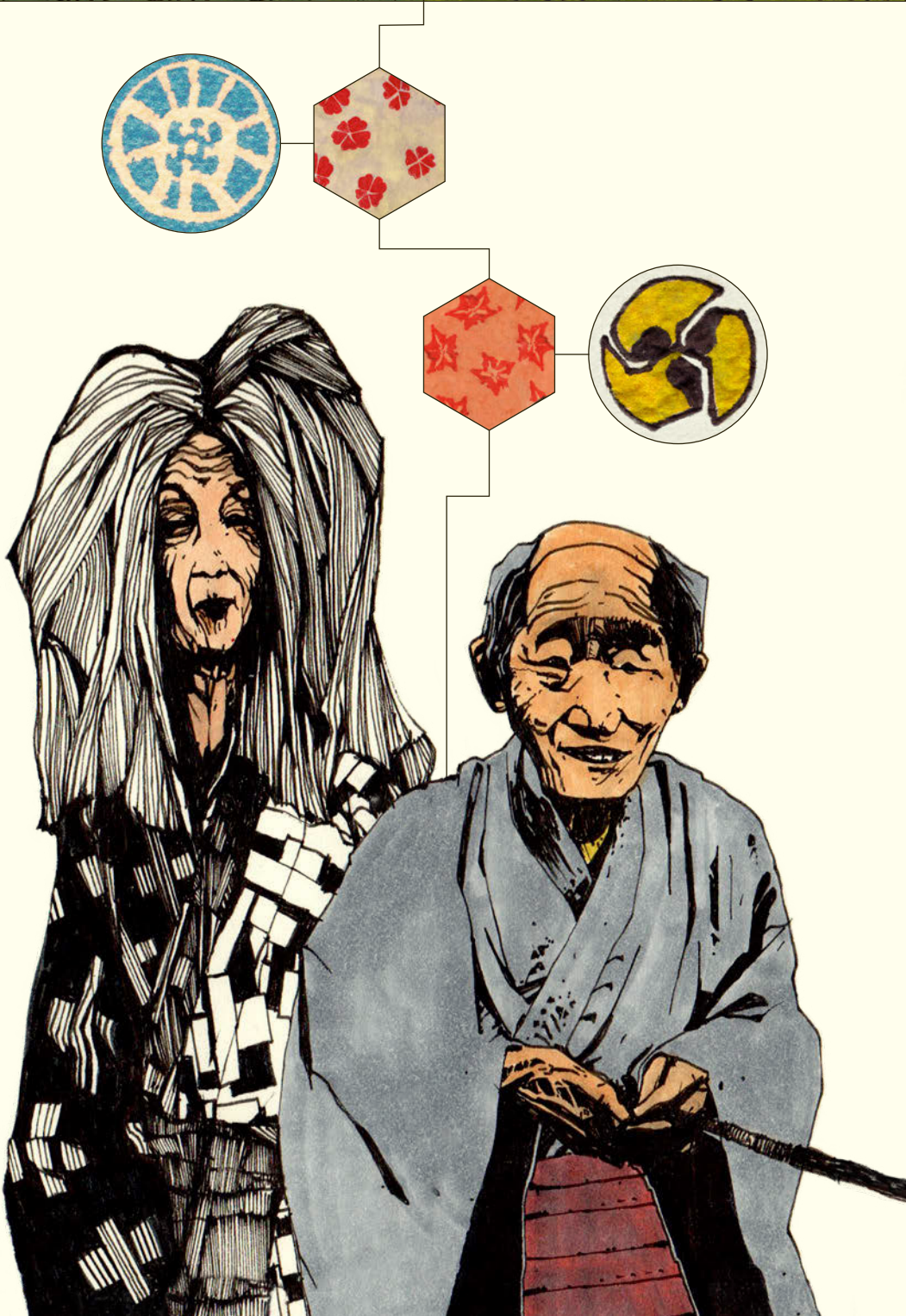
If treated with at night, Chiru-gwa has extensive knowledge of the existing tunnels in the parts of the Nebulith untouched by natural light, if one can trust a damned soul such as hers.

She casts no shadow and has no reflection.

SPELLS *usable 2 / day*
DARKNESS
CLAIRVOYANCE
FOG CLOUD
DISPEL MAGIC
CAUSE FEAR
SPEAK WITH DEAD

DEFENSE
CHIRU-GWA REGENERATES D10HP PER ROUND
SHE MAY ONLY BE HARMED BY MAGIC, MAGIC WEAPONS, WEAPONS COATED IN HIGH LAKE WATER, or BLESSED BY YUTA
AND CAN ONLY BE SLAIN *~reduced below 1HP* BY BAMBOO SPLINTERS TO THE HEART.
SHE CAN BE *TURNED* AS 8 HIT-DIE UNDEAD.

SPECIAL
WILL TAKE D6HP DAMAGE FOR EACH ROUND IN DIRECT SUNLIGHT, or IF EXPOSED TO HIGH LAKE or YUTA-BLESSED WATER.
SHE CAN DETACH HER HEAD and IT CAN FLY ON ITS OWN.
~If her head is not reattached to her body by sunrise, she dies.
~The body can take no damage of any kind when the head is separated but also cannot move on its own.
IMMUNE TO POISON, FALLING DAMAGE, and ALL FORMS OF MIND CONTROL
~other than the power of a superior vampire or magic that controls undead.
THE SEVERED TONGUE OF A VIRGIN, IF PLACED IN A VAMPIRE'S MOUTH, WILL DO 2D10 POINTS OF DAMAGE.
A NATURAL 20 ROLLED WITH A BAMBOO STAKE ON A VAMPIRE BY A CHARACTER ANNOUNCING THEIR INTENT TO STAKE SHOULD BE CONSIDERED A STAKE THROUGH THE HEART
~a failed stake does no damage.
IF THE VAMPIRE IS BEING GRAPPLED or OTHERWISE RESTRAINED BY TWO or MORE LIMBS, A MODIFIED 22 OR BETTER WITH A WOODEN STAKE ON A VAMPIRE BY A CHARACTER ANNOUNCING THEIR INTENT TO STAKE SHOULD BE CONSIDERED A STAKE THROUGH THE HEART.
~For these purposes, the attacker should receive a +2 per limb restrained.
~However most vampires will transform at the first opportunity if restrained.
IF CHIRU-GWA SHOULD COME UPON SPILLED RICE AT NIGHT, SHE MUST COUNT EVERY GRAIN.



DOJOS & THEIR MASTERS

The curious, the desperate, and the doomed come from all over Asia to learn the way of the clenched fist in the dojos of Awa Nikko.

Before looking at each dojo in detail, we'll take a look at the learning process common to all dojos:

BASIC MOVES

There are several basic martial arts moves, common to most hand-to-hand styles. A practitioner who knows them can use them at-will in close combat. They are:

TWIN STRIKE

~D4HP+STR modifier damage to two adjacent opponents simultaneously. Roll once—if you hit the harder-to hit target, you hit both. If you fail, you hit neither

DROP STRIKE

~D4HP+STR modifier damage plus save or enemy falls prone or is knocked back 10 feet, attacker decides*

DISARMING STRIKE

~D4HP+STR modifier damage plus save or foe loses their weapon*

ENTANGLING STRIKE

~D4HP+STR modifier damage plus save or have a limb grabbed*

BEAR STRIKE

~requires two hands
~foe is grappled around the torso and must roll twice and pick the lowest on every action in their next turn

STUNNING STRIKE

~D4HP+STR modifier damage plus target must save or can only passively defend themself on their next action*

LEAP STRIKE

~D8HP+STR modifier damage and opponent is knocked prone or back 10 feet, the attacker cannot attack in the round after a leap strike unless they have more than one attack per round, in which case they have one less attack*

LUCKY STRIKE

~Pick a number 1-20, when your attack roll comes up as that number naturally on your to-hit roll in mêlée combat—even as a failure—the enemy must save or do one of the following things of your choice:
-fall prone,
-be disarmed,
-have a limb grabbed, or
-only be able to defend themself on their next action

DODGING STRIKE

~If an opponent attacks and misses you in mêlée combat, you may immediately make a free, extra, mêlée attack on them, outside the normal initiative sequence

SPRINGING STRIKE

~While prone, roll to hit with no penalty—if you succeed you are no longer prone and have hit an opponent nearby for D4HP+STR modifier damage

SEIZING HAND

~If an opponent attacks and misses you in mêlée combat, they must save or you can steal their weapon

**on a successful hit*

...the specific way these strikes are achieved varies—different styles can teach them as kicks, punches, chops, head-butts, etc.—or all of the above—and they have a variety of names, like "Righteous blossom entanglement" or "Drunken hornet fist"—but the game mechanical effect is the same. There's a table for generating these names later in the book.

NOTE Many of these effects and those that follow will not be effective on creatures with bizarre physical forms (no arms, no organs, always floating, etc.) or ones that are three times or more the size of the martial artist (you can try to grab a 15' oni's arm but not a 50' greater oni's). The Referee should use their common sense, but the player of a martial artist should also be informed before attacking if a technique obviously wouldn't work.

MARTIAL ARTS WEAPONS

While a martial artist may use any weapon, there are certain specialized weapons that are much more effective in the hands of a trained martial artist than in the hands of an average soldier or adventurer—these are martial arts weapons. The majority of these weapons simply do D4HP of damage when wielded by most warriors, but those trained in a style that teaches such weapons can do more damage, use the weapon to perform a special stunt in combat and often both.

NOTE Although other weapons like the tinbe rochin are associated with martial arts, only the weapons specifically listed below on the martial arts tables have these properties.

In skilled hands, martial arts weapons do D4+1+modifier damage (so slightly less maximum damage than a small weapon like a short sword—which does D6—but with a higher average damage) and also inflict some other effect.

NOTE Unlike standard LotFP weapons—martial arts and martial arts weapons do generally allow the attackers' strikes to utilize their Strength (and sometimes Dexterity) modifiers to the damage roll.

When rolling to see what abilities a PC gains from training at a given dojo, if a PC wishes to learn to use a specific weapon they may elect to learn that weapon style first before any other instead of rolling on the table—conversely, the PC may also elect to re-roll any result that indicates weapon training if they do not want to learn that particular weapon.

SPECIAL MOVES

There are certain abilities that—unlike the basic martial arts moves—can only be learned from a specific school or master—a school's special moves appear on their table with the other basic moves.

Any kind of PC can learn any kind of martial arts. Each dojo has its own training fees and entrance requirements, though PCs of the Karate Master class can ignore them—they have dedicated their lives to such study, so acceptance into training can be considered a matter of course.

BADASS DISABILITY RULE

The East is home to many tales of warriors being permanently injured only to come back more badass than ever before. If a PC suffers a permanent disability that should, by rights, make fighting way harder, such as losing a limb, or their sight or getting turned into a marmot, if they spend at least 6 months training under any master (or masters), they will come back more badass than before the next time they level up, having learned 2 new techniques and being eager for revenge. The player will have to explain how the character compensates for the disability, and must either pay 6 months of fees to the dojo or undertake some fucked quest on the dojo's behalf.

TEMPLE STYLE

In addition to the dojos listed here, there is the form of combat informally known on Awa Nikko as "Temple Style" which is characteristic of traveling monks—especially from the mainland. It is not really a style in itself so much as a list the kinds of techniques most commonly used by these individuals. If PCs learn martial arts outside of one of the dojos described above (for example, as a reward for providing some service to a monk or martial arts master), then the Referee can assume they have learned some version of Temple Style and roll here when the PCs levels up.

1-10 TWIN STRIKE
11-20 DROP STRIKE
21-30 DISARMING STRIKE
31-35 ENTANGLING STRIKE
36-40 STUNNING STRIKE
41-45 LEAP STRIKE
46-55 DODGING STRIKE
56-65 SPRINGING STRIKE
66-75 STAFF STYLE
~+1 AC while wielding a staff. The staff does D4HP+STR modifier plus save or enemy falls prone.*
76-78 +2 AC WHEN WEARING LEATHER ARMOR *or* LESS
~you can reroll this up to a max AC of 20
79 +1 STR
80-82 +1 CON
83-85 +1 DEX
86-89 +1 WIS
~if you reroll this result you can raise it again—to a maximum of 18
90-91 ANOTHER MÊLÉE ATTACK PER ROUND
92 MONKEY WHEEL
~Move up to 15' in any direction—including climbing—after delivering a mêlée attack, so long as you haven't moved more than 30' already that round.
~May be used to escape mêlée without attack.
93 BONEBREAKER PALM
~D4HP+STR modifier damage and opponent must save or be knocked back ten feet and save or be only able to passively defend themself on their next action.*
94 SHATTER KICK
~D4HP+STR modifier damage and opponent must save or an arm or leg—attacker's choice—is useless. It remains useless each round until the target does save.*
95 SEEKING NEEDLE
~D4HP+STR modifier damage and take an extra point of damage from every hit target takes thereafter for the next hour
96 HALF-NIGHT TALON
~On a successful unarmed strike do 2HP and take one eye from a human-sized enemy.*
97 SCORPION TAIL KICK
~Deliver an extra kick attack for D4+STR modifier HP at any opponent in range while attacking a different opponent with hand-held weapons or hands.
~The Scorpion Tail kick can also be delivered to any target in range without penalty while grabbed, grappled, or prone.
98 TUMBLING SERPENT'S COIL
~Simultaneously grapple and pull an opponent prone on a successful hit roll. The attacker will end up on top of the target.
99 TIGER GOUGE
~D4HP+STR modifier damage and the target is blinded every round until they make a Constitution check vs a 15.*
00 DRUNKEN MANTIS RIOT
~Up to 5 mêlée opponents within 10 feet must save or only passively defend themself on their next action.

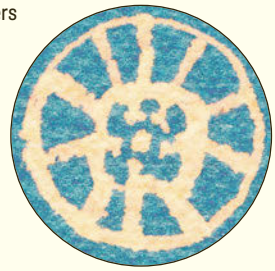
**on a successful hit*

CHUZAN-TI DOJO

Approximately 80-100 members strong, Master May's fearsome school of the Chuzan-ti lies hidden deep in the central hills of the Awa Nikkan jungle.

The most dangerous of all martial arts, the Chuzan-ti style focus on attacking the humors and viscera of the enemy through compression, displacement, disruption, and leakage.

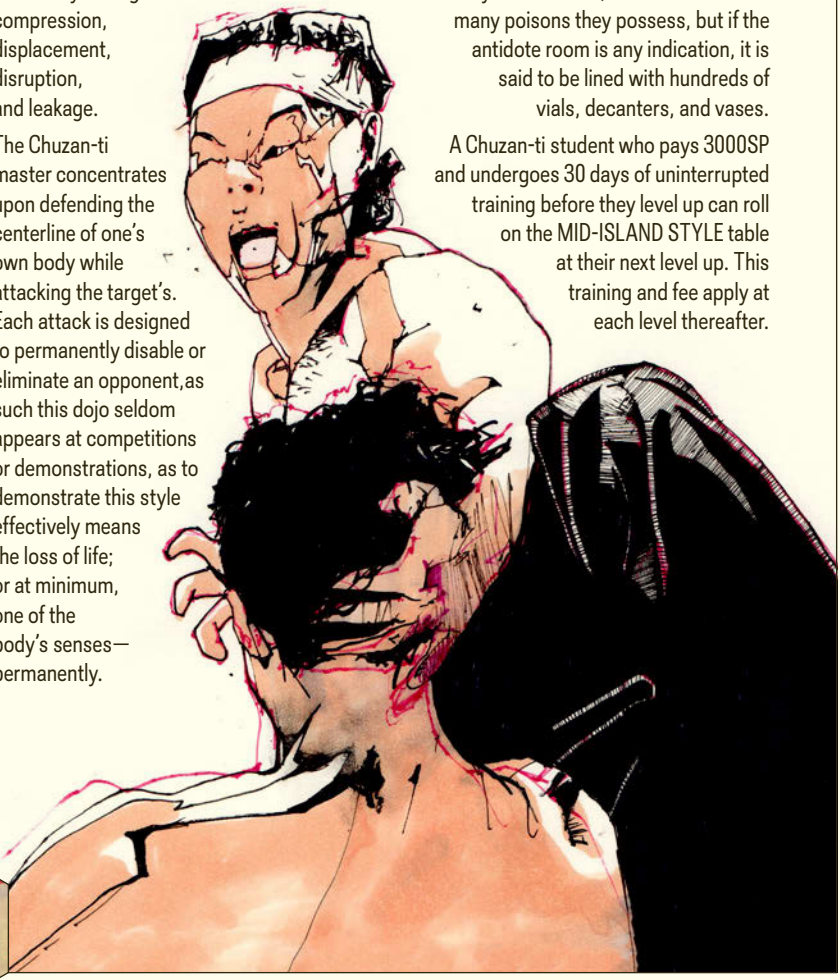
The Chuzan-ti master concentrates upon defending the centerline of one's own body while attacking the target's. Each attack is designed to permanently disable or eliminate an opponent,as such this dojo seldom appears at competitions or demonstrations, as to demonstrate this style effectively means the loss of life; or at minimum, one of the body's senses—permanently.



They also study the effects of toxins and neurotoxins on the body's fluids and organs which has lead to the development of a variety of poisons known only to practitioners of Chuzan-ti.

The Chuzan-ti dojo also provides antidotes for victims poisoned "impiously" (that is: by anyone but them). It is unknown how many poisons they possess, but if the antidote room is any indication, it is said to be lined with hundreds of vials, decanters, and vases.

A Chuzan-ti student who pays 3000SP and undergoes 30 days of uninterrupted training before they level up can roll on the MID-ISLAND STYLE table at their next level up. This training and fee apply at each level thereafter.



PIOUS MASTER MAY

~unarmored
HD 15
HP 73
MORALE 10
SPEED 120'
ATTACK
8 ATTACKS PER ROUND
+10 TO HIT
DODGING STRIKE
LEAP STRIKE
~+8 to hit D8+4HP
SEIZING HAND
HALF-NIGHT TALON

OTHER UNARMED ATTACKS
~D4+3HP damage
TWIN STRIKE
DROP STRIKE
DISARMING STRIKE
ENTANGLING STRIKE
STUNNING STRIKE
LUCKY STRIKE
~on a 20
DODGING STRIKE
SPRINGING STRIKE
SEEKING NEEDLE
VENOMOUS ROPE DAGGER
~A successful hit does D4+5HP plus the opponent must save or have a limb entangled next round,
~plus a successful hit allows the attacker to pin an opponent as Twin Dagger style plus save or die at minus 4.

SKILLS
BUSHCRAFT: 4 IN 6
SNEAK ATTACK: 6 IN 6
STEALTH: 6 IN 6
SEARCH: 3 IN 6

There is consensus on neither the gender of the ranking sensei at Chuzan-ti nor on the accurate translation of their name, though records suggest the grey-haired master is at least ninety years old. Some say the rope dagger they carry has been soaked in a vat of seasnake venom for 30 years, some say they are working on a poison for the Dojo of the White Deer, others say the Dojo acolytes are translating something for them.

What is known is the dojo will pay handsomely for tears, venoms, secretions, stingers, salivas, neurotoxins, blood, biles and sweat of rare animals, fungi, jungle and sea plants, and creatures of the Nebulith—especially if brought to the dojo within 48 hours of kill.

They are known to be seeking:

~A gallon of clarified tengu blood.

~Slime from the birthing cocoon of a mist phantom.

~Cloud Slither hairs.

MID-ISLAND STYLE ~ ASSASSIN'S STYLE

1-4 TWIN STRIKE
5-15 DROP STRIKE
16-20 DISARMING STRIKE
21-28 ENTANGLING STRIKE
29-34 STUNNING STRIKE
35-45 LEAP STRIKE
46-48 LUCKY STRIKE
49-59 DODGING STRIKE
60-61 SEIZING HAND
62-64 SPRINGING STRIKE

65-66 ADAPTING STYLE
~Gain +2 to hit on your first attack with any improvised weapon due to surprise, yes you can just keep witching items each round and keep getting bonuses if you have a room full of junk.

65-74 *Pick one of the following weapon styles:*

SAI STYLE
~While wielding a pair of sai, 4HP+1+STR modifier HP and anyone who makes a mêlée attack on you and misses must save or lose their weapon. Creatures attacking with natural weapons (claws, fangs, etc) must save or lose the ability to attack with that weapon in the next round.*

TEKKO STYLE
~While wielding a pair of tekko, D4HP+1+STR modifier damage and you are +3 to hit.

ROPE DAGGER STYLE
~While wielding a rope dagger, a successful hit does 4+1+DEX modifier HP plus the opponent must save or have a limb entangled next round, plus a successful hit allows the attacker to pin an opponent as Twin Dagger style above.*

TWIN DAGGER STYLE
~While wielding two daggers, a successful hit from the first dagger allows for a second attack with the other, plus a successful hit gives the option to pin an opponent to a wall, ground, floor etc—they take only 2HP+STR modifier damage but must spend an action next round freeing themselves.
~Each dagger does D4HP+1+STR modifier.
~If this is combined with Twin Strike, apply the Twin Strike rule first, then apply the Twin Dagger Style rule to any successful attack resulting.

75-77 POISON EXPERTISE
~You learn to safely make and handle poisons granting an extra D4HP of damage to any bladed weapon you handle. The poisons may be manufactured at a rate of one dose per 400SP.
~If you reroll this result, the damage is D6HP and the cost is 600SP per dose, if you reroll again it's D8HP at 800SP, etc. up to a maximum of D20HP per dose at 20,000SP.
~This skill also allows you to harvest the organs of poisonous creatures encountered to re-use their poison after they are dead and use it one time.)
~Note that poison expertise does not count as a weapon style and must be rolled randomly to be acquired—the dojo will not teach a PC to use poison unless they are sure the character is ready.

78-88 SEEKING NEEDLE
~D4+STR modifier damage and take an extra point of damage from every hit target takes from any source thereafter for the next hour

89-90 HALF-NIGHT TALON
~On a successful unarmed strike do 2HP damage and take one eye from a human-sized or smaller enemy*

91 +2 AC WHEN WEARING LEATHER ARMOR *or* LESS
~you can reroll this up to a max AC of 20

92 +1 STR 93 +1 CON 94-96 +1 DEX 97 +1 WIS
~if you reroll this result you can raise it again—to a maximum of 18

98-00 ANOTHER MÊLÉE ATTACK PER ROUND

**on a successful hit*

HOKUZAN-TI DOJO

Although 400 students a year train at the Hokuzan-ti dojo, it is rumored they have no master—save possibly the animals surrounding the coastal compound. Nevertheless this is the most traditionally Awa Nikkan dojo, and the one most beloved by the commoners and peasants. Students spend hours seeking and observing the creatures of the island, heading out on expeditions to hunt down wild beasts and taking them in by hand, and are frequently seen at the gambling pits, where they drink, bet, observe, and bring their own captured pets to do battle.

In truth, the Unknown Master of the Northern Style exists, disguised as the dojo grounds' chief gardener.

The Hokuzan-ti is the most democratic of schools and so there is no entrance test.

A Hokuzan-ti student who pays 1500SP and undergoes 30 days of uninterrupted training before they level up can roll on the NORTHERN STYLE table at their next level up. This training and fee apply at each level thereafter.

THE UNKNOWN MASTER

While the Chuzan-ti master is mysterious, many doubt the master of Hokuzan-ti even exists.

The master prefers that both students and common citizens see the Northern style as emanating from the island itself.

In truth, the Unknown Master is real enough—though a recluse, obsessed with studying the fighting abilities of the animal kingdom. He takes a special interest in any creatures captured alive with which he is not already familiar—though messages will only reach him through his most trusted lieutenants, or through a stray word in the presence of the dojo's gardener, who is secretly the master himself.

~unarmored

HD 15 HP 75

MORALE 11

SPEED 120'

ATTACK 7 ATTACKS PER ROUND +10 TO HIT

DODGING STRIKE

LEAP STRIKE *~+8 to hit D8+4HP*

SEIZING HAND

BEAR STRIKE

TUMBLING SERPENT'S COIL

DRUNKEN MANTIS RIOT

OTHER UNARMED ATTACKS *~D4+3HP damage*

TWIN STRIKE

DROP STRIKE

DISARMING STRIKE

ENTANGLING STRIKE

STUNNING STRIKE

LUCKY STRIKE *~on a 20*

DODGING STRIKE

SPRINGING STRIKE

SCORPION TAIL KICK

~remember this grants an extra attack

TIGER GOUGE

SPECIAL MONKEY WHEEL

SKILLS

BUSHCRAFT: 6 IN 6

CLIMB: 6 IN 6

STEALTH: 3 IN 6

NORTHERN STYLE ~ BEAST STYLE

1-3 TWIN STRIKE

4-7 DROP STRIKE

8-14 DISARMING STRIKE

15-16 ENTANGLING STRIKE

17-19 BEAR STRIKE

20-22 STUNNING STRIKE

23-25 LEAP STRIKE

26-28 LUCKY STRIKE

29-39 DODGING STRIKE

40-42 SEIZING HAND

43-47 SPRINGING STRIKE

48-58 MONKEY WHEEL
~Move up to 15' in any direction—including climbing—after delivering a mêlée attack in addition to regular movement.
~May be used to escape mêlée without being counterattacked.

59-64 SCORPION TAIL KICK
~Deliver an extra kick attack for D4+STR modifier at any opponent in range while attacking a different opponent with hand-held weapons or hands.
~The Scorpion Tail kick can also be delivered on anyone in range without penalty while grabbed, grappled, or prone.

65-70 TUMBLING SERPENT'S COIL
~Simultaneously grab and pull an opponent prone on a successful hit roll. The attacker will end up on top of the target.

71-75 TIGER GOUGE
~D4+STR modifier HP and the target is blinded every round until they make a Constitution check vs a 15.*

76-80 DRUNKEN MANTIS RIOT
~Up to 5 mêlée opponents you can reach with your hands, feet or martial arts weapons within 10 feet must save or only passively defend themself on their next action—targets can also make a move action at normal speed.

81-90 +2 AC WHEN WEARING LEATHER ARMOR *or* LESS
~you can reroll this up to a max AC of 20

91-92 +1 STR
93-94 +1 CON
95-96 +1 DEX
97-98 +1 WIS
~if you reroll this result you can raise it again—to a maximum of 18

99-00 ANOTHER MÊLÉE ATTACK PER ROUND

**on a successful hit*

NANZAN-TI DOJO

Here, behind the walled compound of the 36 Families, chiropractor, calligrapher, and drug addict Sensei Makimanato trains groups of poor farm boys to become palace guards, 2000SP at a time. The dojo also offers bone-setting and chiropractic services for a modest fee, and the motto carved over the training area gate reads "A broken bone heals stronger."

Anatomical knowledge is key as the students of Nanzan-ti specialize in immobilization and the knocking of opponents prone through the use of pressure points and joint manipulation; joint locks, dislocations, and breaking of the natural skeletal form of living creatures... those that have skeletal forms anyway—as well as in those weapons used for joint leverage, torque, or getting the practitioner within effective range. The Southern Style is known for its effective stopping power, but is seldom lethal. It is said that senior student Kenji once broke the arm of a one-eyed giant in an invitational competition on a neighboring island.

The master usually seeks out students on his own—though he has been known to be persuaded by suitably ambitious candidates.

A Nanzan-ti student who pays 2000SP and undergoes 30 days of uninterrupted training before they level up can roll on the SOUTHERN STYLE table at their next level-up. If the student wished to progress, this training and fee apply at each level thereafter.

SENSEI MAKIMANATO

A master chiropractor and calligrapher by trade who teaches the art of the Nanzan-ti style when he is not occupied with customers. A gaunt, nervous, balding man in his 60s, reeking of pipe smoke and green tea, he does not appear to be a master of anything, yet in truth he is held in the greatest regard by the masters of Awa Nikko's other dojos and the royal family itself—who call upon him often for both spinal adjustments and private lessons.

He has recently grown fond of a drug distilled from the waxy, translucent leaves of an inscrutable plant that grows only in the lower Nebulith—he will trade training in exchange for the retrieval of high quality specimens. The only other reliable means of seeing the great man is to commission a scroll from him—and his calligraphy often contains hidden messages.

Although he is rarely armed, Sensei Makimanato can use all the weapons of Nanzan-Ti—his Strength bonus is +3.

~unarmored

HD 15 HP 80
MORALE 11
SPEED 120'
ATTACK 10 ATTACKS PER ROUND +10 TO HIT
BEAR STRIKE
DODGING STRIKE
LEAP STRIKE *~+8 to hit D8+4HP*
SEIZING HAND

OTHER UNARMED ATTACKS *~D4+3HP damage*
TWIN STRIKE
DROP STRIKE
DISARMING STRIKE
ENTANGLING STRIKE
STUNNING STRIKE
LUCKY STRIKE *~on a 20*
DODGING STRIKE
SPRINGING STRIKE
BONEBREAKER PALM
SHATTER KICK

SOUTHERN STYLE ~ SOLDIER STYLE

1-3 TWIN STRIKE
4-9 DROP STRIKE
10-15 DISARMING STRIKE
16-20 ENTANGLING STRIKE
21-29 BEAR STRIKE
30-39 STUNNING STRIKE
40-42 LEAP STRIKE
43-45 LUCKY STRIKE
46-49 DODGING STRIKE
50-55 SEIZING HAND
56-58 SPRINGING STRIKE
59-64 NUNCHAKU STYLE
~D4HP+1+STR modifier damage plus target must save or can only passively defend themself on their next action.*
65-69 TONFA STYLE
~+2 AC while wielding a pair of tonfa.
~The tonfa do D4HP+1+STR modifier.
70-74 SAN SETSU KON STYLE
~+1 AC and to grappling attacks while using the San Setsu Kon. D4HP+1+STR modifier plus you may hit up to three adjacent opponents in a round so long as they are within 5'—roll separate attack for each.
75-79 LONE DAGGER STYLE
~+1 AC while wielding only a dagger, plus a successful hit gives the option to pin an opponent to a wall, ground, floor etc.—they take only 2HP+STR modifier damage but must spend an action next round freeing themselves.
~Dagger does D4HP+1+STR modifier.
80-82 BONEBREAKER PALM
~D4HP+STR modifier and opponent must save or be knocked back ten feet and save or be only able to passively defend themself on their next action.*
83-85 SHATTER KICK
~D4HP+STR modifier and opponent must save or an arm or leg—attacker's choice—is useless. It remains useless each round until the target does save.*
86-87 +2 AC WHEN WEARING LEATHER ARMOR *or* LESS
~you can reroll this up to a max AC of 20
88-91 +1 STR
92-95 +1 CON
96-97 +1 DEX
98 +1 WIS
~if you reroll this result you can raise it again—to a maximum of 18
99-00 ANOTHER MÊLÉE ATTACK PER ROUND

**on a successful hit*

WHITE DEER DOJO

Located in a converted bullfighting ring and overseen by High Mistress Falling Star, this dojo is currently hosting 40 students from all over the world in the art of the long and short bow. Due to the diversity of their membership they are also mistresses of the art of translation. Upon passing rigorous tests of both archery and linguistics practitioners become "White Deer," a part of Awa Nikko's lower nobility, identified by a visible white deer tail worn somewhere on their person, equivalent in social weight to the silver hairpins worn by noble women of the kingdom.

Lately they have been employed to translate the Black Hibiscus Scroll by the daimyo—see THE BLACK HIBISCUS SCROLL & THE TEN THOUSAND DEMON HAND section.

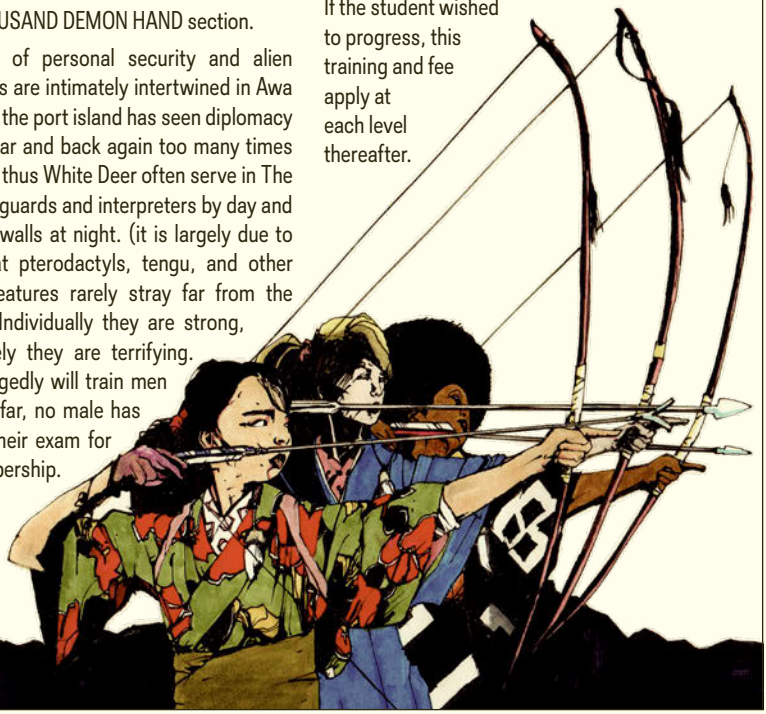
The arts of personal security and alien languages are intimately intertwined in Awa Nikko, as the port island has seen diplomacy turn to war and back again too many times to count, thus White Deer often serve in The Collar as guards and interpreters by day and atop the walls at night. (it is largely due to them that pterodactyls, tengu, and other flying creatures rarely stray far from the cloud)." Individually they are strong, collectively they are terrifying. They allegedly will train men but thus far, no male has passed their exam for full membership.

To graduate as full members, an acolyte must land 10 shots into a human skull a dragons-length away before an arrow shot into the air hits the ground—at night.

White Deer hold the current record for bringing in the most tengu heads in a single day and can drink for free in The Collar until the record is broken.

Acceptance for training in the White Deer Way requires passing an archery test—taking three thrushes from the sky in less than 30 seconds (5 rounds). Afterwards a White Deer student who pays 2000SP and undergoes 30 days of uninterrupted training before they level up can roll on the WHITE DEER DOJO table at their next level up.

If the student wished to progress, this training and fee apply at each level thereafter.



HIGH MISTRESS FALLING STAR

High Mistress Falling Star (also translated as Shooting Star)—originally known as Beshikime—was the interior court guard to Lord Falling Wave's concubines. Due to her exotic, inter-race appearance, deformed hand, and "foreignness" of her ways, her path was always dogged by gossip and rumor; she was falsely accused of being a spy by those in Lord Falling Wave's inner-circle. Although he did not believe the rumors himself, Lord Falling Wave was obliged to dismiss her from his service at their behest to maintain their confidence.

Disgraced and homeless, Falling Star began hiring out her bow, hunting fish, boar, and tiny white deer in the jungle for local villages. In time she became fluent in the native tongue of Awa Nikko and, out of gratitude and sympathy, the concubines whom she formerly protected gave Falling Star money in secret which she used to build an archery school with living accommodations for extended study in the converted bull-fighting ring she uses as a dojo.

Due to her knowledge of multiple trade tongues, Falling Star was often secretly asked to translate on behalf of the daimyo and royal palace, in return she was granted noble status and now wears a gold hairpin. Words again became rumor and the rumor soon spread far and wide that any "other style / foreign" woman that wanted to become onna-bugeisha (a noble female warrior) in the way of the bow need only make it to the isle of the great Nebulith with bow in hand and seek the star that has fallen.

Falling Star still despises the senior advisors of Lord Falling Wave and would gladly put an arrow through them all, but for the fact that it would appear to prove their allegation that she was indeed a spy.

While some claim the ranking sensei's unearthly mastery of the longbow is due to her deformed right hand—which possesses only thumb, middle-, and forefinger—the venerable woman herself will tell you it is due solely to her hatred for the mating song of the common blue rock thrush, which she plucks from the sky every chance she can get and serves roasted to her students.

A witty and difficult woman, Falling Star is known for terrorizing lackluster acolytes by shooting the pins from their hair at 50 feet.

~unarmored

HD 15 HP 77

MORALE 11

SPEED 120'

ATTACK 10 ATTACKS PER ROUND +10 TO HIT

~when shooting arrows: 5 will typically be a hornet swarm, 5 a flying fang

LEAP STRIKE *~+8 to hit D8+4HP*

DODGING STRIKE

OTHER UNARMED ATTACKS *~D4+3HP damage*

DROP STRIKE

STUNNING STRIKE

ARROW ATTACKS *~D6HP damage*

HUNTING EYE BUTTERFLY COLLECTOR

FLYING FANG HORNET SWARM

DEVIL'S NEEDLE *~D4HP*

SPECIAL TUMBLING CARP STYLE

SKILLS:

BUSHCRAFT: 6 IN 6

CLIMB: 4 IN 6

STEALTH: 3 IN 6

SNEAK ATTACK: x6

ARCHER'S STYLE

1-2 DROP STRIKE

3 STUNNING STRIKE

4 LEAP STRIKE

5-6 DODGING STRIKE

7-30 TUMBLING CARP STYLE
~Move an extra 15' on your turn after shooting an arrow—including climbing—if the opponent was hit by surprise and you tumble into cover, they won't see you

31-50 HUNTING EYE
~Taking a round to aim an arrow at a static target or one that does not know you are there grants a +5 to hit

51-60 BUTTERFLY COLLECTOR
~arrow does D4 but foe is pinned to wall, ground, floor, etc. if that's physically possible and must spend an action to escape

61-70 DEVIL'S NEEDLE TECHNIQUE
~an arrow does only D4HP but a hit lands in a specific body part: eye, ear, or hand (to disarm)

71-77 FLYING FANG
~Shoot two arrows at once at up to two targets within half normal range or less. Roll once—treat each arrow as if it had just made that to-hit roll on its target. If you reroll Flying Fang when roll D100 for abilities, you can shoot more arrows at more targets, up to a max of 5. Cannot be combined with other techniques.

78-84 HORNET SWARM
~Shoot an extra arrow per round with a short bow. Unlike the Flying Fang, this can be combined with other techniques—Hunting Eye, Devil's Needle, etc.—though not the Flying Fang)—If you reroll this result, you can shoot more arrows at more targets, up to a max of 5.

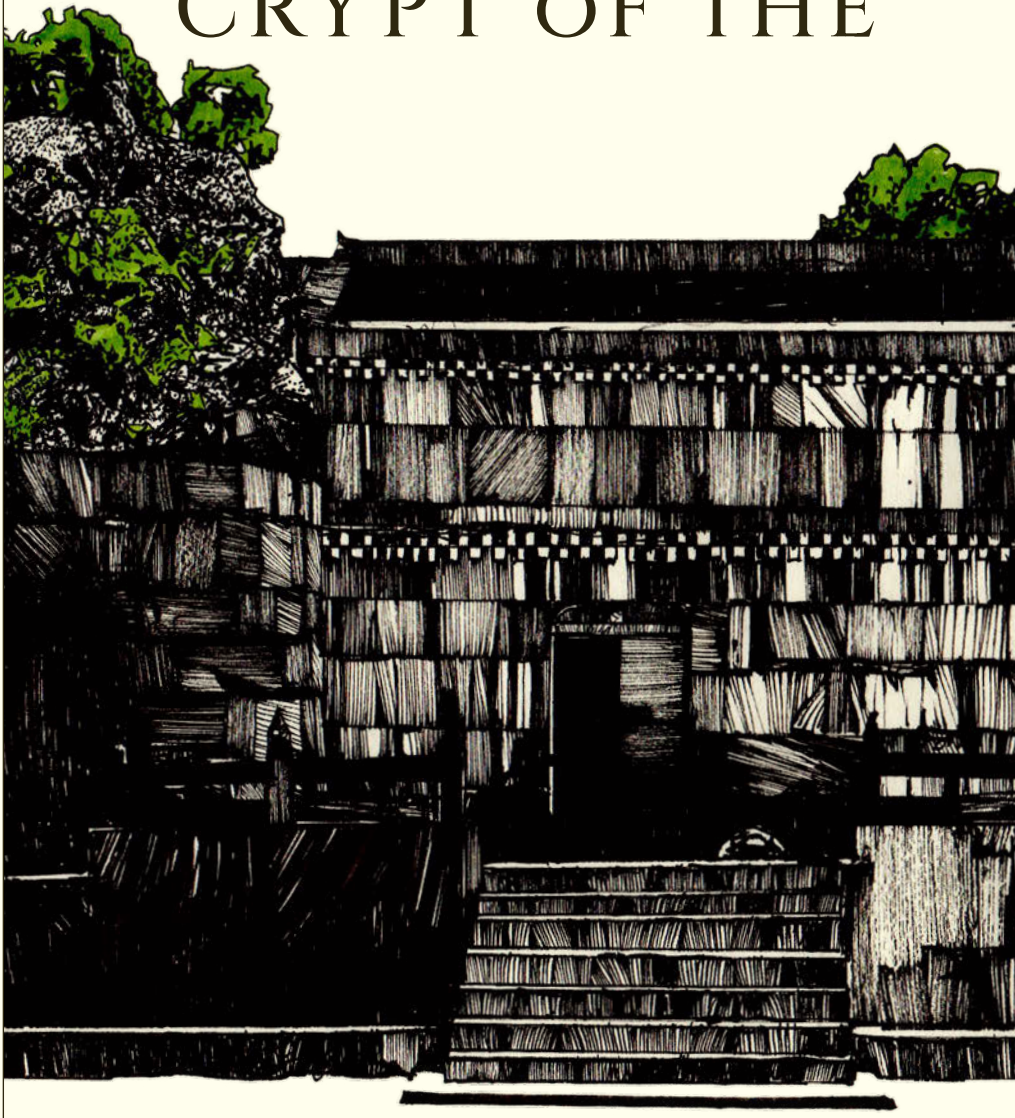
85-93 +1 TO HIT WITH MISSILE WEAPONS
~You can re-roll this up to a max of +10 total (including all missile weapon modifiers).

94 +2 AC WHEN WEARING LEATHER ARMOR *or* LESS
~you can reroll this up to a max AC of 20

95 +1 STR
96-98 +1 DEX
99-00 +1 WIS
~if you reroll this result you can raise it again—to a maximum of 18

SPECIAL *~each time a PC rolls on the WHITE DEER table, they gain a point in Language skill, up to a maximum of 6.*

CRYPT OF THE



DOZEN KINGS

Tamaudun, The Crypt of the Dozen Kings, houses the legendary former rulers of Awa Nikko. The king occasionally visits to consult them—all others are forbidden.

NOTE Rumors persist of great treasures to be gained by plundering the crypt.

DOZEN KINGS

The dozen kings skin and armor have grown jet black and indistinct. They have become kagemusha—shadow warriors—they no longer live, but continue to walk, speak, and dream of renewing their dominion over the island.

In addition, each of the dozen kings ruled in a different cycle, and they have different abilities based on the zodiac year they died and identified by the kanji on their armor.

See:
WHO WANTS WHAT IN AWA NIKKO *and* DESTROYING THE NEBULITH *for information on the kings' interests and desires.*

HD 12 HP 60
MORALE 12
SPEED 120'
ATTACK 2 ATTACKS PER ROUND +12 NO-DACHI D10HP PLUS DRAINS 1000XP
SPECIAL KAGEMUSHA CAN ONLY BE HARMED BY WEAPONS OR MAGIC THAT EXUDE THEIR OWN LIGHT—LIKE A TORCH OR A WEAPON WITH LIGHT CAST ON IT. CAN ANIMATE DEAD AT WILL. UNDEAD.

THE KING OF
RATS
CANNOT BE SEEN UNTIL HE IS WITHIN 5'.

THE KING OF
OXEN
CANNOT BE MOVED UNLESS HE CHOOSES TO MOVE.

THE KING OF
SHEEP
CAN CAST *CHARM PERSON* 3/DAY.

THE KING OF
DOGS
CAN TRACK ANYONE ONCE HE COMES INTO CONTACT WITH THEM, NO MATTER WHAT MAGIC MIGHT HIDE THEM—EVEN *INVISIBILITY TO UNDEAD.*

THE KING OF
MONKEYS

CAN LEAP UP TO 15' BETWEEN ATTACKS AND HAS AN AC OF 20 THANKS TO HIS AGILITY.

THE KING OF
RABBITS

WILL DISAPPEAR WHEN ANYONE ATTACKS AND MISSES AND WILL REAPPEAR ANYWHERE WITHIN 100'.

THE KING OF
SNAKES

CAN AUTOMATICALLY SEIZE ONE OPPONENT'S LIMB IN MÊLÉE WITHOUT ROLLING TO HIT, SO LONG AS HE HAS A LIMB FREE.

THE KING OF
HORSES

HAS AN EXTRA KICK ATTACK PER ROUND THAT DOES D6HP AND KNOCKS A FOE BACK 20'.

THE KING OF
TIGERS

HAS THREE ATTACKS PER ROUND.

THE KING OF
DRAGONS

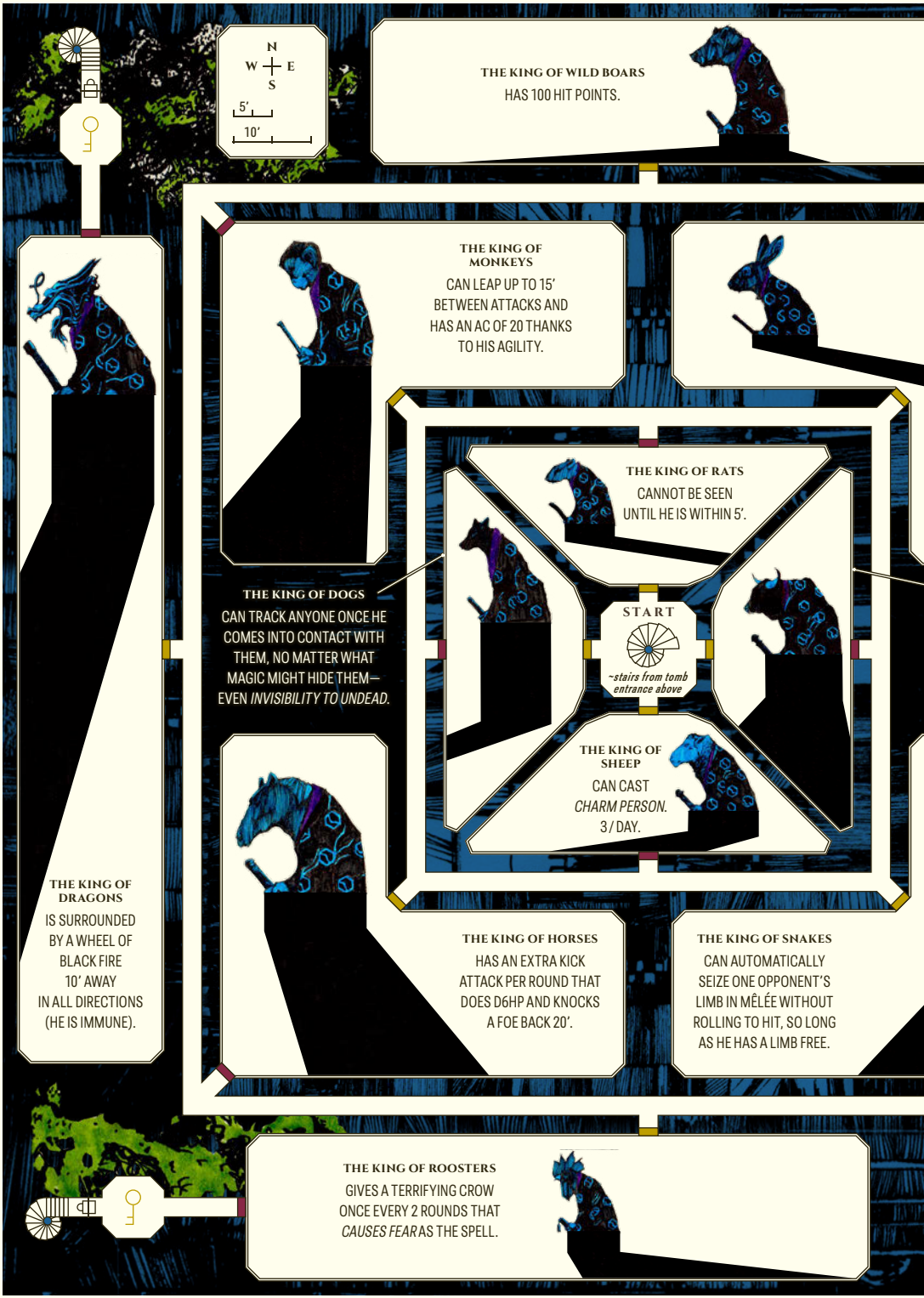
IS SURROUNDED BY A WHEEL OF BLACK FIRE 10' AWAY IN ALL DIRECTIONS (HE IS IMMUNE).

THE KING OF
ROOSTERS

GIVES A TERRIFYING CROW ONCE EVERY 2 ROUNDS THAT *CAUSES FEAR* AS THE SPELL.

THE KING OF
WILD BOARS

HAS 100 HIT POINTS.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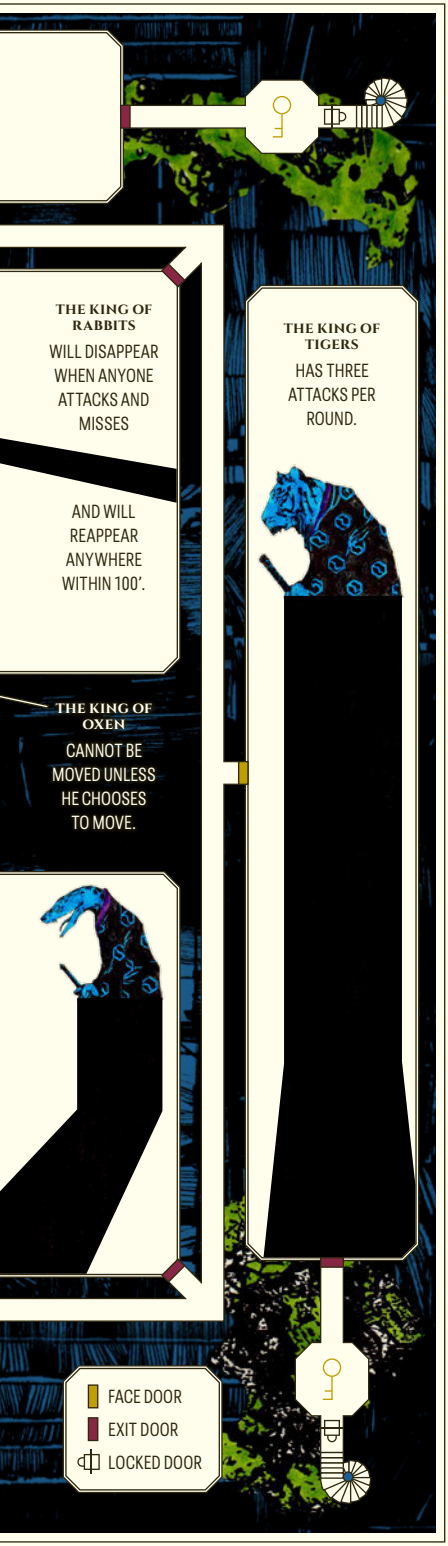
5'
10'
THE KING OF WILD BOARS
HAS 100 HIT POINTS.
THE KING OF MONKEYS
CAN LEAP UP TO 15' BETWEEN ATTACKS AND HAS AN AC OF 20 THANKS TO HIS AGILITY.
THE KING OF RATS
CANNOT BE SEEN UNTIL HE IS WITHIN 5'.
THE KING OF DOGS
CAN TRACK ANYONE ONCE HE COMES INTO CONTACT WITH THEM, NO MATTER WHAT MAGIC MIGHT HIDE THEM—EVEN *INVISIBILITY TO UNDEAD.*
START
~stairs from tomb entrance above
THE KING OF SHEEP
CAN CAST *CHARM PERSON.* 3 / DAY.
THE KING OF DRAGONS
IS SURROUNDED BY A WHEEL OF BLACK FIRE 10' AWAY IN ALL DIRECTIONS (HE IS IMMUNE).
THE KING OF HORSES
HAS AN EXTRA KICK ATTACK PER ROUND THAT DOES D6HP AND KNOCKS A FOE BACK 20'.
THE KING OF SNAKES
CAN AUTOMATICALLY SEIZE ONE OPPONENT'S LIMB IN MÊLÉE WITHOUT ROLLING TO HIT, SO LONG AS HE HAS A LIMB FREE.
THE KING OF ROOSTERS
GIVES A TERRIFYING CROW ONCE EVERY 2 ROUNDS THAT *CAUSES FEAR* AS THE SPELL.



TAMAUDUN

The Tamaudun dungeon follows an unusually simple scheme:

~Once inside, the party chooses between four doors featuring carved images of four animal kings.

~They must defeat the king whose door they open to advance.

~If they do, a second door opens into a square arrangement of corridors.

~Again they are faced with a choice of four new doors featuring the images of four new kings.

~If they choose and defeat a king, they are allowed into yet another square arrangement of corridors with another choice of four kings.

~If they defeat this third king, they are allowed into the chamber below.

~The stairs lead down to a room divided into four glass chambers, each with a lock...

~The glass is unbreakable by any force but the key will fit the tanto dagger room (if by some miracle they get into the other chambers, the weapons are strange and unformed). The tanto dagger, when unsheathed, will have the kanji for any kings the PCs destroyed and will grant the user their three special animal powers. As soon as they touch it every chamber will fill with black water and if they swim up to the top they will find themselves in a pond in a swamp nearby.

~If they go back into the tomb and kill 3 of the remaining kings, they'll get access to the wakizashi room, which will have the powers of the three new dead kings, and if they go back a third time and defeat three other kings which will allow access to the katana which will have the powers of the next three dead kings, and then all over again for the nodachi.

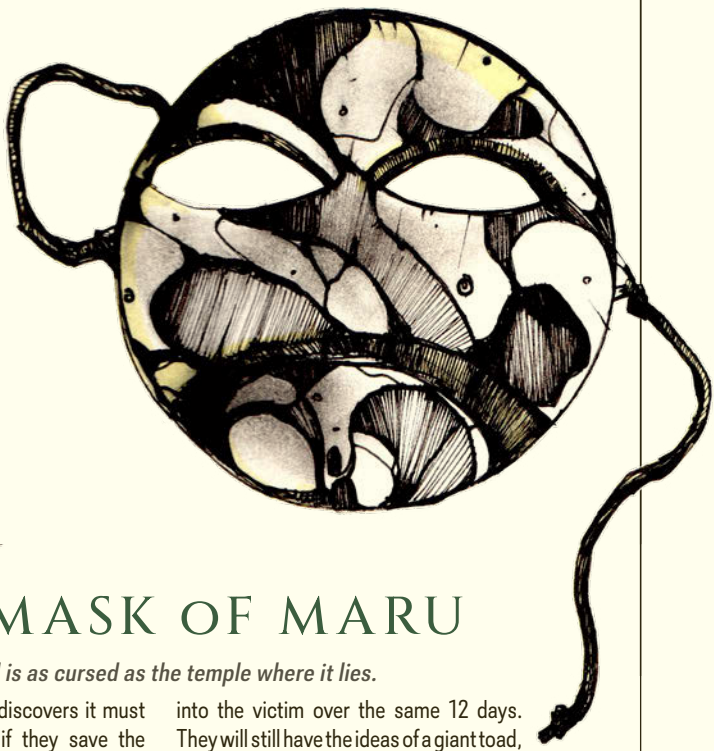
~Once a king is defeated, all entrances to his room disappear.

LOST TOAD TEMPLE &

Worshippers once streamed to this shrine in droves to pray for relief from a variety of maladies. This was a terrible idea because praying there only made things worse. Eventually the wise women declared the temple cursed and it was abandoned.

However, legend holds that somewhere in the ruins lies the Mask of Maru, a powerful circular disguise made of precious and translucent stone in black and white.

The temple's layout is not complex (the interior is barely more than an artificial cave, a few dozen feet across) but a Referee running encounters there should note that there will be D4+1 giant toads there at all times that instinctively protect...



THE MASK OF MARU

The masked is as cursed as the temple where it lies.

Once found, the creature who discovers it must save vs magic or put it on, if they save the second creature to see it must save or wear it, if they save the third must, etc.

When worn, the mask offers a +1 to armor, but the wearer will begin, over the course of a dozen days, to become a giant toad.

DAY 1	*Wearer's voice lowers*
DAY 2	*Wearer develops large warts*
DAY 3	*Wearer begins to move bent over*
DAY 4	*Wearer begins to crouch like a toad when at rest*
DAY 5	*Wearer becomes 10% fatter*
DAY 6	*Wearer's skin turns greenish*
DAY 7	*Wearer develops a long, sticky flycatching tongue*
DAY 8	*Wearer's hands become webbed*
DAY 9	*Wearer begins to hop everywhere*
DAY 10	*Wearer becomes morbidly obese*
DAY 11	*Wearer loses the power of speech*
DAY 12	*The transformation is complete*

As this occurs, one of the giant toads on Awa Nikko—whichever one is closest when the mask is put on—will slowly begin to physically transform into the victim over the same 12 days. They will still have the ideas of a giant toad, but the body and voice of the adventurer. When fully transformed, the two creatures will be compelled to find one another and face-off in a duel to the death. If the former toad loses, another toad will begin transforming into the adventurer and the process begins anew.

Only after the afflicted has defeated at least one of the toads who stole their face, the curse may be lifted—the afflicted creature must visit one of the active temples on Awa Nikko where a yuta or noro working there may remove the curse using *Remove Curse* or similar magic.

The mask itself is invulnerable and will always be cursed—if anyone attempts to magically remove the curse upon the mask itself or to physically break or destroy it then any cursed item the would-be-destroyer comes within 10' of will attach themselves to them forever. This effect will last for D100 days, and there is no saving throw. The Mask of Maru has a value of 1800SP.

WHITE JADE TEMPLE

Many temples dot the Awa Nikkan jungle—and many will be eager to aid hungry travelers or wounded adventurers. The Priests of the White Jade Temple are an exception.

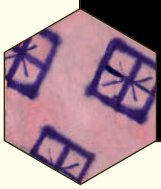
The temple itself is beautiful—on a high promontroy reachable across a 50' rope bridge, but otherwise unremarkable, aside from a secret 30' x 30' chamber beneath the central chamber, reachable by spinning the 50-lb iron bell hanging over it 180 degrees. The chamber contains all of the gold stolen by the priests over the years.

They make liberal use of the *Forget* spell to hide their crimes.

PRIESTS OF THE WHITE JADE TEMPLE

Despite their magnificent robes, these priests have fallen under the sway of the cruel gods of malice and exploitation.

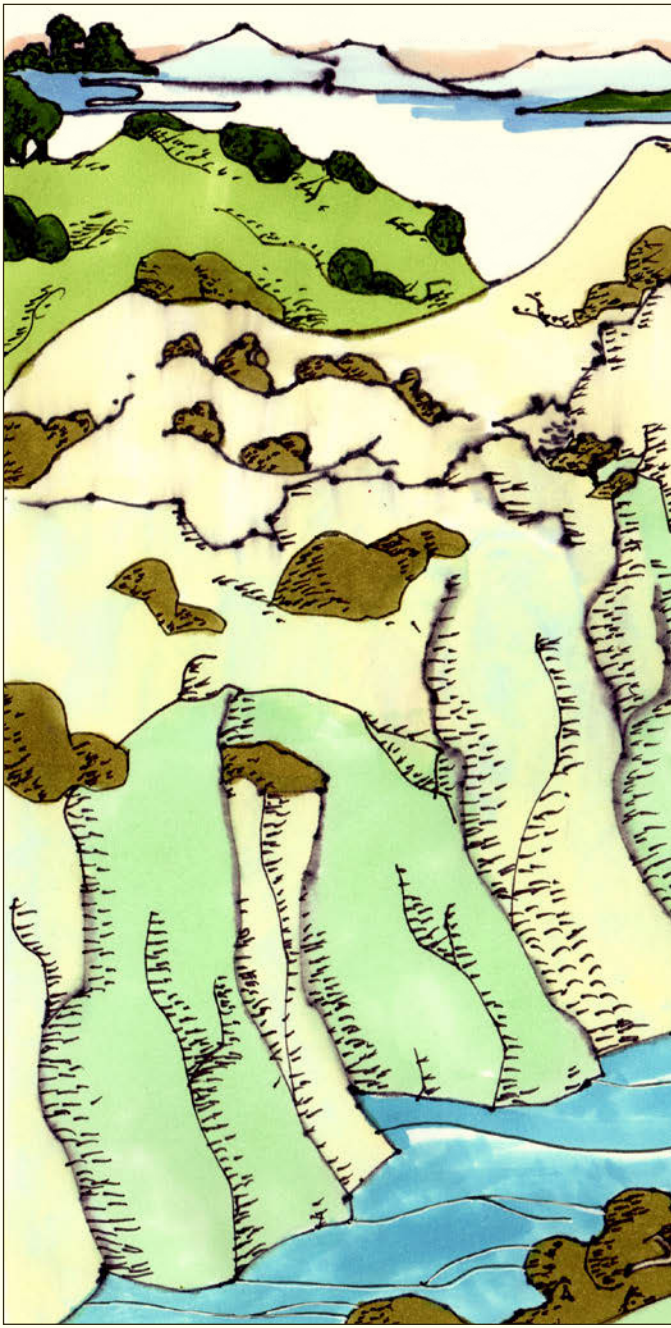
HD 7 HP 28
MORALE 11
SPEED 120'
ATTACK +6 TO HIT
WAKIZASHI
SPECIAL *DARKNESS 2 / day*
DETECT MAGIC
FORGET
SLEEP
FAERIE FIRE
KNOW ALIGNMENT
DETECT LIE
DISPEL MAGIC
SUGGESTION
PLUS THEY CAN CONTROL UNDEAD

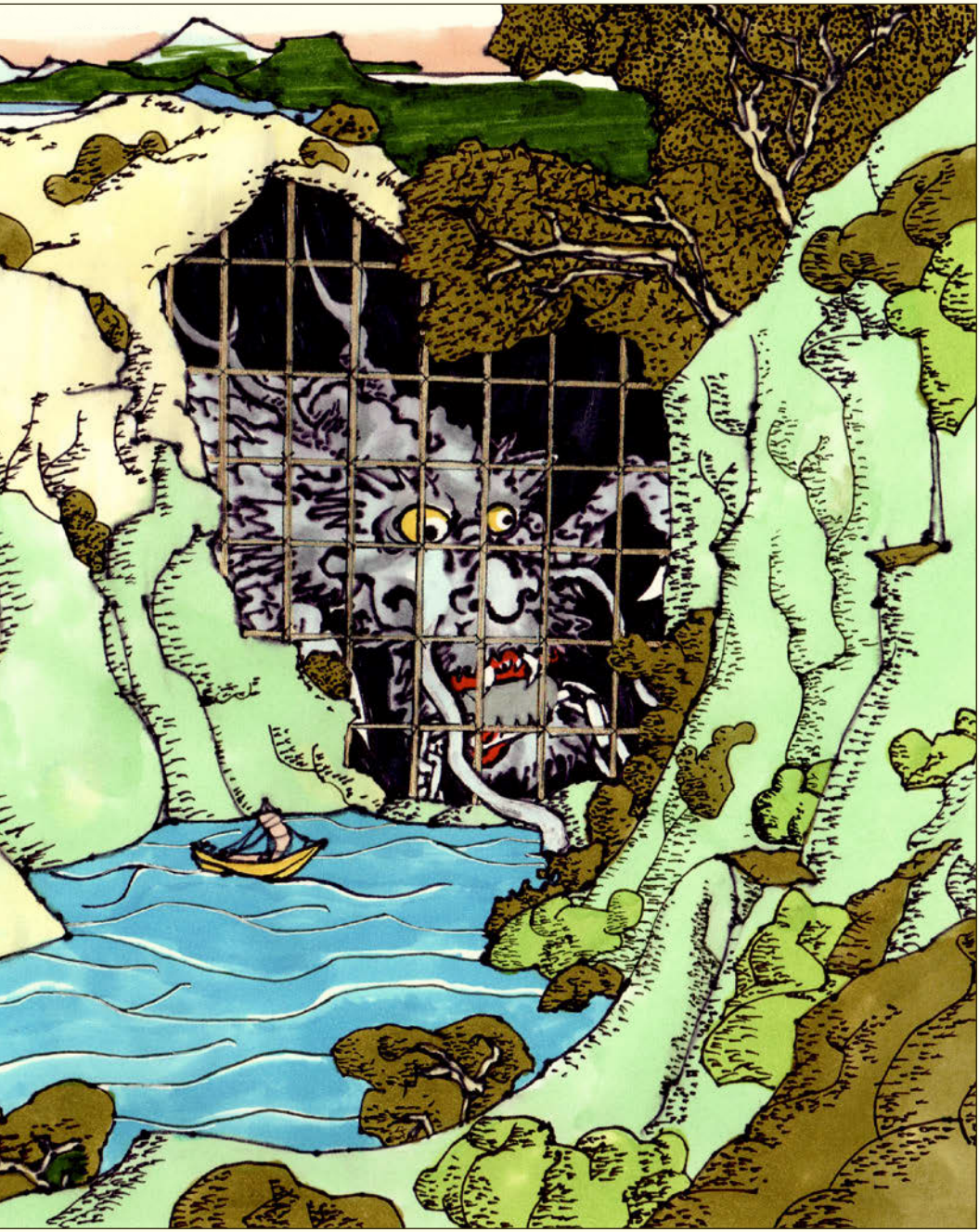


THE DRAGON CAVE

A ridiculous band of sixteen ordinary pirates with ordinary Pirate stats believes it has taken the great dragon Kubasaki captive and they keep him in a cave at the end of a hidden inlet near the northern edge of The Collar. They charge the foolish 5,000SP to be blindfolded and taken into the inlet to speak to the dragon. Actually it's more like "speak at" as Kubasaki has better things to do than talk to anyone dim enough to spend good coin this way—although he apparently does not have better things to do than lie in a nice, damp cave all day while rich pirates feed him roasted swallows' flesh. A tunnel into the Nebulith begins somewhere in the cave.

In truth, Kubasaki is waiting for the Awa Nikkan rail, who is gathering information and with whom the dragon has much to discuss. If the dragon gains the information he seeks or otherwise tires of his ruse, he will claw through the flimsy bars of his cage and escape to the Upper Nebulith.





DEATH & THE BLUE JADE PAVILION

Death in the Upper Reach is a little complicated.

If anyone dies in the Upper Reach then two things happen depending on your point of view:

From the point of view of enemies and bystanders, things progress as normal—a corpse hits the ground, their allies presumably fight on or retreat or give up or whatever.	From the point of view of the character and the allies around them however, something quite different happens. The second a PC dies—or even if one of their NPC henchmen, hirelings, temporary allies or allied animals dies, all of them are immediately teleported (no save, no avoiding it) to a pavilion of blue jade, surrounded by misty white space.

NOTE This even applies to summoned creatures, so, for instance, if a PC summons an insect swarm and even one fly dies, all the PCs and their companions are whisked away.

Once in the misty white space, the allied characters will all be alive (though the injured stay injured), even the corpse will be alive with 1HP.

At this point, two monks will stroll out of the mist. These are...

THE TEACHING MONKS

The Teaching Monks are a pair of wise demigods who are trying to help mortals who reach the Upper Cloud to reach enlightenment, they do this primarily by analyzing the characters' deaths. One appears old, bald, and bearded, one appears young, with head shaved and kind eyes, and they are as clever and witty as you can make them. They know what you, the Referee, knows about the characters, their personalities, and their mistakes.

If it suits the monks, there might be a cherry tree or pond in the misty white space, just to be interesting, but there's no real navigating it.

There is no doubt some loophole allowing a party to defeat the monks, if so: congratulations they all level up and are deposited back in time right before the encounter that killed (at least one of) them.

In the more likely scenario that the party does not attack the monks or that some attack and are paralyzed, the Teaching Monks begin to talk.

The monks—who know and speak all languages ever in the cosmos including the languages of animals—will ask a series of questions. They are omniscient so they will know if the characters are lying. Over the course of this conversation, all the characters will eventually disappear. Their fates will be revealed after the last PC disappears.

~IF a character lies in answer to any of these questions... the elder monk will say:

YOU CAN LIE TO ME, BUT YOU CANNOT LIE TO YOURSELF

wave their hand and the character will disappear.

~IF attacked or if the party shows any signs of suspicion or hostility,

the monks will announce they mean no harm.

~IF the party insists on attacking, their stats are:

HD 20 HP 1600

MORALE 12 SPEED 120' *~including climbing or flying*

ATTACK 20 ATTACKS PER ROUND +12 TO HIT
~a successful hit paralyzes a foe completely as long as the monk likes, though the victim will be able to speak (not cast spells though)

SPECIAL THEY CAN HIT ANYTHING, REGARDLESS OF MAGICAL PROTECTION,
~plus see below

DEFENSE IMMUNE TO ALL MAGIC, ALL HARM, OR ANY OTHER SITUATION THEY DON'T WANT TO HAPPEN

THE QUESTIONS

~FIRST~

THE MONKS WILL ASK EACH CHARACTER WHY THEY ARE IN THE UPPER CLOUD.

~IF a character tells the truth and it is something selfish... the elder monk will say:

IT IS GOOD TO BE HONEST, AND TRUE TO YOURSELF.

~IF a character tells the truth and it is something noble... the younger monk will say:

THAT IS ADMIRABLE.

~IF a character seems confused, doesn't know, etc. The elder monk will raise one eyebrow and say:

HMMM. YOU MIGHT WANT TO THINK ABOUT IT—
THERE IS NO GOOD REASON TO DIE FOR NO GOOD REASON.

~SECOND~

THE MONKS WILL ASK ABOUT THE ACTUAL DEATH THAT JUST OCCURRED.

They will ask the remaining characters why they think they or their ally fell. After hearing all the answers from the whole party, the monks will reply. The monks will ask the party questions and make observations (they saw the whole encounter) until it is clear what they the monks, think (i.e. what you, the Referee thinks) went wrong.

The monk will conceptualize this as a teachable moment where they address how the party could do better next time, try to trace that mistake back to some general personality flaw (recklessness, eagerness, greed, bloodthirstiness, wandering attention, etc.) and then disappear that party member.

~IF an NPC died basically because the PCs were not paying that much attention to them or using them recklessly...

the young monk will give them a speech on the sanctity of all life under their care, remind them to understand that before they return, wave his hand, and the PC will gain 1 Wisdom point and then be disappeared.

~IF a PC insists the death was merely bad luck, the monks will trace back decisions they could have made differently to prepare, and if the character protests they could not have known... the elder monk will go:

WELL NOW I GIVE YOU THE GIFT OF KNOWING, REMEMBER IT FOR NEXT TIME

then wave their hand and disappear them.

~IF a PC owns up to a mistake they made without much prompting and a flaw in themselves that lead to it...

the PC will gain 1 Wisdom point.

~IF they already have maximum Wisdom... the old monk will say:

THINK ON THIS: HOW IS SOMEONE SO WISE SO UNWISE?

and disappear them.

~IF a PC *accurately* takes sole responsibility upon themself, then the young monk says:

IT IS NOBLE TO ADMIT ONE'S FAULTS, AND GENEROUS TO LEAVE ONE'S FRIENDS BLAMELESS IF BLAMELESS THEY ARE!

and the elder monk will agree to answer one question about anything accurately before disappearing the character.

~IF a PC *inaccurately* takes sole responsibility upon themself, then the elder monk says:

IT IS NOBLE TO ADMIT ONE'S FAULTS, BUT UNGENEROUS TO DENY YOUR FELLOWS THE OPPORTUNITY TO LEARN.

and then ask which of their allies they feel might have acted more wisely—the monks will give +1 Wisdom to whoever the PC designates, then disappear the original PC.

REAPPEARING

~*IF* a character never died, the monks will...

teleport the character back to wherever location it was that they last slept before their last sojourn into the Nebulith. So if it was under a sugar palm on the beach, they will wake up under that tree, if it was in an inn in The Collar, there they will find themselves.

NOTE The characters do not go back in time, they just wake up where they were before, with any injuries or conditions they had at the end of the encounter that killed their companion.

~*IF* a character died, they will ask:

DO YOU THINK YOUR SOUL CAN LEARN IN THIS VESSEL ~OR~ WILL YOU SPIN THE WHEEL OF DHARMA ONCE AGAIN?

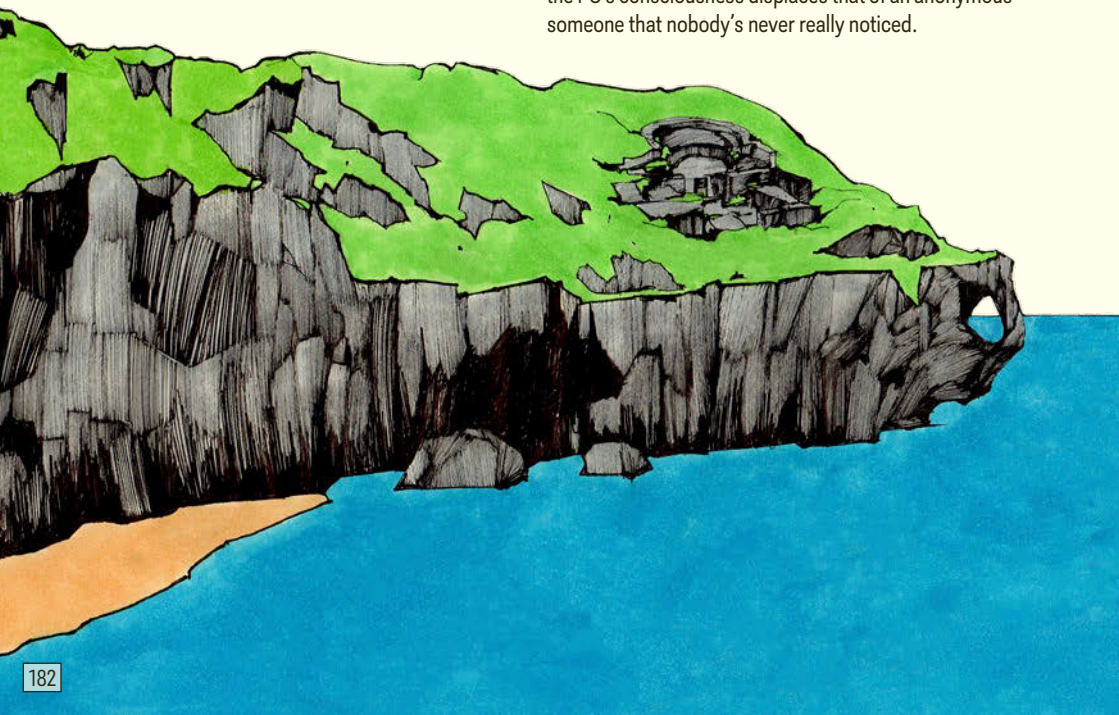
~*IF* the character says they can learn:

They reappear where they were last sleeping, as above, with one hit point.

~*IF* they say they will spin the wheel of dharma again, they are reincarnated:

Roll a new character.

The new PC is 1st level, has the same Intelligence as the old one, one more Wisdom point than the old one and has any solely knowledge-based skills the old one did (including spells), plus all the old memories, though they will not progress in their old class and are otherwise a new PC. They will be of adventuring age—assume that the PC's consciousness displaces that of an anonymous someone that nobody's never really noticed.



OTHER VISITS TO THE PAVILION

When someone dies, there's no ordinary way to navigate out of the misty area where the pavilion sits, however it is possible to visit the Blue Jade Pavilion without anyone dying.

It sometimes has a physical location in the Upper Cloud like any other structure might. Under these circumstances, the Teaching Monks will offer polite conversation and advice, but...

~*IF* asked for any important secrets, they will remark that:

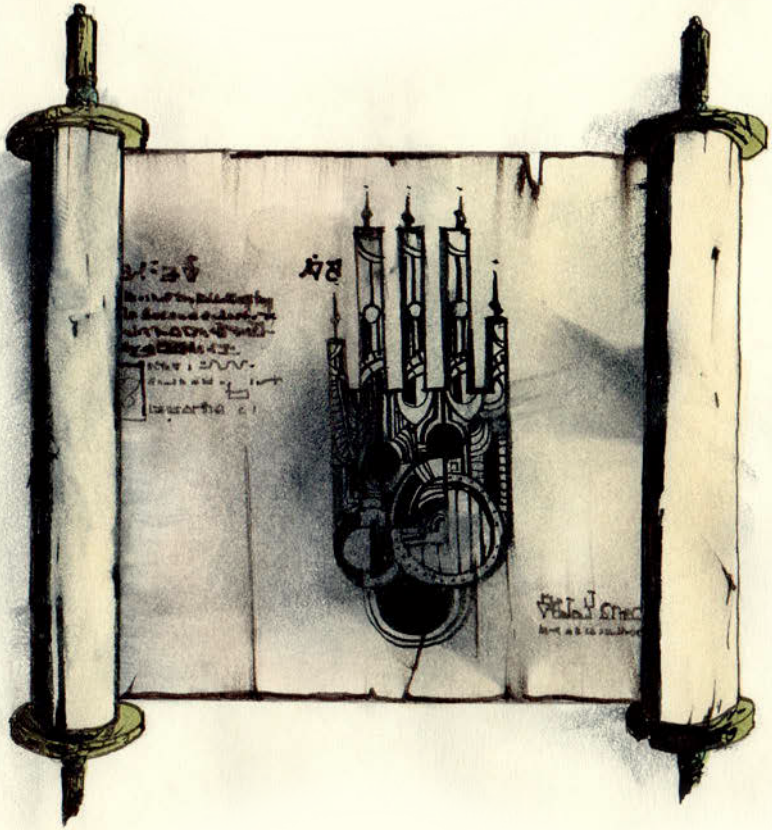
THE PROCESS OF YOU LEARNING IT WILL ENLIGHTEN YOU FAR MORE THAN BEING TOLD.

TWO NOTES HERE

The monks are wise—if the players find some way to game the system and keep showing up over and over "grinding" to get Wisdom bonuses and questions answered, the monks will notice, shake their head ruefully, and give up on them.

If you are a terrible Referee and your players don't trust you, this whole scenario becomes a nightmare where—rather than having a kind of funny, weird, interesting incident which ends happily with one less character dead than expected—it just feels like you're berating them for not playing right. Don't be that Referee. Take steps, socially, to make sure you're not being that Referee. If you don't have those social skills or that relationship with players where that's possible: don't play RPGs with them.

NO CREATURE MAY HARM ANOTHER THERE.



THE BLACK HIBISCUS SCROLL & THE TEN THOUSAND DEMON HAND

This is all secret, and though rumors abound, it will be denied by all involved:

Two seasons ago, Lord Falling Wave charged the translators of the White Deer Dojo to translate something dubbed The Black Hibiscus Scroll (after the watermark pattern on the paper), recovered from the hold of a pirate ship leaving The Collar. Despite similarities to the legendary Nyctythatic Text, it now appears to be a history of the Lost Civilization, written before the fall of that empire, by an historian of their species.

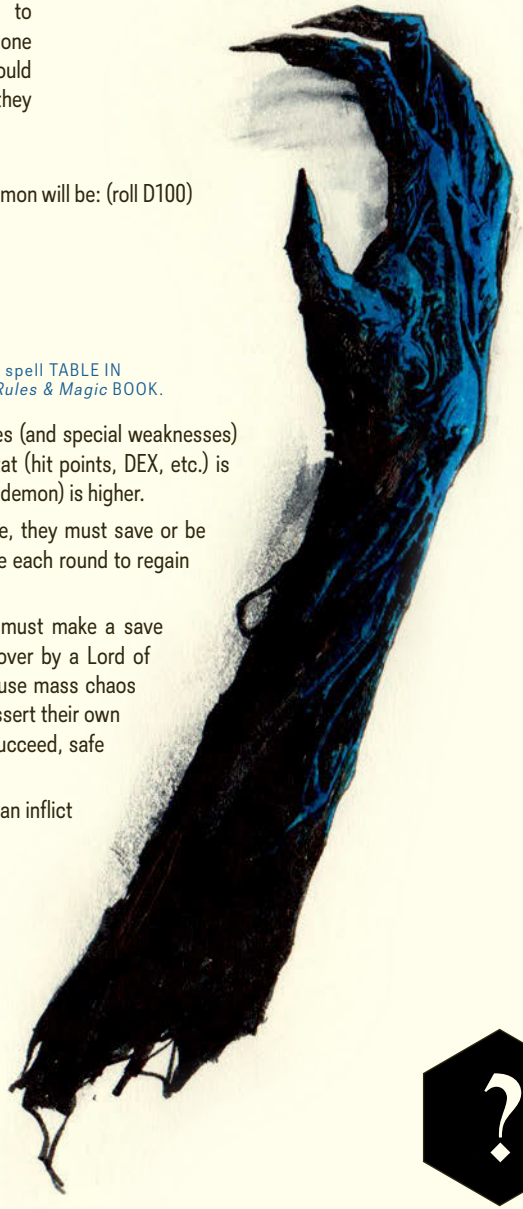
Lord Falling Wave's imagination was especially inflamed by the description of an ancient weapon employed by the former masters of Awa Nikko, translated as the Ten Thousand Demon Hand. It allegedly allowed the strange rulers of the Lost Civilization's Perilous Dynasty to command an army of demons and was apparently entombed with the last of the Perilous Kings and resides still somewhere beneath The Cloud. Other texts found in the Cloud independently repeat similar legends.

As the White Deer receive more and more of these texts for (increasingly hasty) translation, they have slowly realized what he seeks and why. As there is no great affection among the Deer for Lord Falling Wave (responsible for their sensei's exile), they now secretly conspire to traduce any attempt by the daimyo to recover the Hand by secretly working with the poison masters at Chuzan-ti dojo and with the Awa Nikkan Royal Palace.

Meanwhile, ninja spies in the palace and elsewhere—the ever alert antennae of the mainland powers—have come to similar conclusions, fearing that a more powerful Lord Falling Wave could declare Awa Nikkan independence—or worse. And, of course, if it turns out to be real, the mainland daimyos would seek the Ten Thousand Demon Hand for themselves.

Everyone involved might hire cloudscrapers to discover and retrieve the Hand, though no-one dispatching adventurers on such a mission would dream of telling them the true nature of what they would have delivered.

The actual Ten Thousand Demon Hand is a long black, fingered sleeve made from the hollowed-out skin of an ancient Demon Prince that slides over the arm like a glove. When worn, any ally beneath the bearer's banner (for game purposes: any fighting ally) will bear host to a different fearsome demon, yet remain firmly under the bearer's control.



In Awa Nikko and the surrounding islands, the demon will be: (roll D100)

1-30	HELLBENDER
31-70	MEGALOID
71-80	SWALLOWING DEMON
81-84	BLUE ONI
85-89	RED ONI
90-95	SENTINEL HERON
96-00	ROLL A 10HD DEMON ON THE *Summoning* spell TABLE IN the **Lamentations of the Flame Princess** *Rules & Magic* BOOK.

A possessed character possesses all the abilities (and special weaknesses) of both the host and demon. Each numerical stat (hit points, DEX, etc.) is equal to whichever of the two creatures (host or demon) is higher.

Every time a possessed character defeats a foe, they must save or be overtaken by the demon's mind. They must save each round to regain control until they succeed.

Whoever is the last bearer of the Hand, they must make a save each month to avoid having their mind taken over by a Lord of Hell, who will use the power of the Hand to cause mass chaos and destruction. The bearer may re-save to reassert their own personality once per hour thereafter until they succeed, safe for another month.

The Hand also is, itself, a magical weapon that can inflict a claw attack doing 3D6 damage.

The actual location of the Hand is up to the Referee.

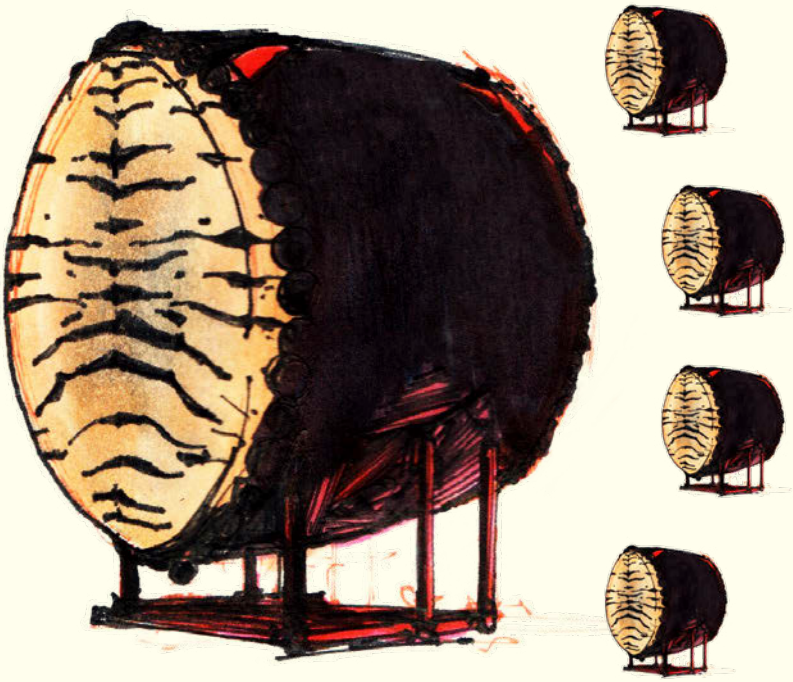
DRUMS OF THE FANG EMPEROR

This set of five colossal taiko drums was carved from the throne of a red oni and the heads stretched from the hides of white tigers, the size of elephants.

These exquisite instruments can be heard for hundreds of miles, though at long distances they will appear to be distant thunder or the marching of unobserved armies. So long as the drums are heard, no combat may cease and no combatant may flee until the last visible foe is slain.

The sound extends 100 miles times the Strength score of the drummer, though skilled players can modulate the radius of the sound to within 10 miles of an intended smaller radius. Anyone may play for a length of time equal to their Strength score times two minutes, after that a successful Strength check is required every five minutes thereafter.

No-one knows where they are except the Referee.



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THE GONGS OF INVERSION

These gargantuan sonomantic instruments, a ton in weight and 20' in diameter, forged—it is said—by the lost humanoids, now lie scattered, unmounted, and unseen in places unknown. To be used, the great bronze discs must be suspended by cords or ropes that allow them to swing freely and must be struck by a mallet still wet with the sweat and tears of the king, lord, daimyo, or other ruler of the area to be affected and wielded by a malleteer with no less than 17 Strength.

The gong must be struck above ground, and its effect will extend to the edges of a city or any smaller political unit over which the ruler has uncontested legal dominion. There are no saves against their effects.

As the gongs are immensely powerful and far too large to simply appear hidden in a random treasure hoard, the placement of the gongs is up to the Referee.

THE PLAGUE GONG All within the range who are ill are healed, and all who are well become ill.	**THE OCEAN GONG** Calm seas become awrithe with storms and vice versa.
THE GONG OF ALLEGIANCE Alignments and moralities invert.	**THE ASSASSIN'S GONG** All sleepers awake, all those awake fall sleep.
THE GONG OF ABDICATION The lord of the city or area becomes a beggar, and the lowliest adult ascends to rulership, all other social relations invert as well. Slaves become aristocrats, and the nobility clean latrines.	**THE BLASPHEMOUS GONG** Pieties invert: each communicant now worships the god most antithetical to their current god. Anyone allied to the Mist Woman becomes allied to Lord Amanosagume and vice versa.

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WHO WANTS WHAT IN AWA NIKKO?

It can be hard to keep track of the powerful forces in Awa Nikko, here's a summary:

King Shō Shishō, Queen Ukiyaba and Lady Miyoko in Nanzan-ti Castle want to keep the old traditions of the island alive, to maintain their luxury and status, and to protect the people of Awa Nikko—not necessarily in that order. To this end they'd like to push off the yoke of the daimyo, Lord Falling Wave, stop the sea pirates from raiding the coasts, and rid the island of dangerous creatures. Ideally, they would like to clear out The Collar and the cloudscrapers who gather there but at present they are more focused on hiring them to help achieve their other objectives.

KING SHŌ SHISHŌ considers destroying the Nebulith, QUEEN UKIYABA and LADY MIYOKO think that's a bad idea.	LORD FALLING WAVE in Zakimi Castle wants to extend his power on the island and in relation to the mainland daimyos. To this end, he is to some degree interested in making Awa Nikko a prosperous and safe (or at least safer) place. He also covets the Ten Thousand Demon Hand.	THE DOZEN KINGS sleeping beneath in Tamaudun want the Mist Woman destroyed, which will cause the Nebulith to collapse and the island to become as it was during their rule, but not before they discover the secret of immortality that they believe she possesses.
THE HIDDEN KING wants insect demons to take over the entire island, then, with any luck, the world.	THE GREATER ONI want to keep their gruesome lanterns lit, to make sure the apocalyptic overdemonic Lord Amanosagume can find a way to destroy the Nebulith if necessary.	THE MIST WOMAN wants the Greater Oni, their lanterns, and all alien things—including the Ten Thousand Demon Hand—removed from the Cloud.
LOCAL FAMILIES want the return of those lost or entombed in the Nebulith, dead, alive, or in-between.	THE VARIOUS DOJOS & TEMPLES want to be left alone to pursue their various devotions and eccentric pursuits.	THE MAINLAND DAIMYOS want access to the rich resources of Awa Nikko, both natural and magical, while keeping Lord Falling Wave's power in check.

DESTROYING THE NEBULITH

The collapse of the Nebulith—destroying most life on the island, in the surrounding waters and on neighboring islands—will take place if any of the following should occur:

1 If the Mist Woman (collective spirit of all yutas that died creating the Nebulith) is slain.

If this happens the Nebulith will begin to disintegrate and total collapse will occur in 1D4 hours. A few sages, if asked the right questions, will reveal this.

The Dozen Kings will entreat the party to kill the Mist Woman without revealing any information about this collapse and the current King likewise believes the Mist Woman (and Nebulith) should be destroyed, as he often seeks advice from The Dozen Kings.

The Queen and King's Sister (the head of the noro) will be adamant about not killing The Mist Woman but not reveal why.

Most yuta will see The Mist Woman as a locus of spiritual power and will act to prevent attacks upon The Mist Woman. However, there are some yuta that believe the Nebulith was a mistake and may assist a party in such an attack.

2 If the lanterns of the Celestial Light Demons are pointed to the West and constantly lit (fueled by 1 humanoid life per hour) for 48 hours The Over-Demon will be summoned and topple the Nebulith to the West creating a tidal wave that destroys all life on the Western half of island (no save).

Those that are out of range on the eastern part of island will see that the debris of the Nebulith has created an almost perfectly straight land-bridge almost as far as eye can see (at least 8 miles) across which the Over-Demon will approach backed by her army of ghosts (yokai).

3 If any 3 of the following happen within 7 days of each other, the Nebulith will fall:

~a typhoon makes a direct hit on the island

~Izumi, the Seasnake Medusa is killed unleashing tidal waves and earthquakes

~The Kubasaki Dragon is slain

~High Lake is drained of all its water

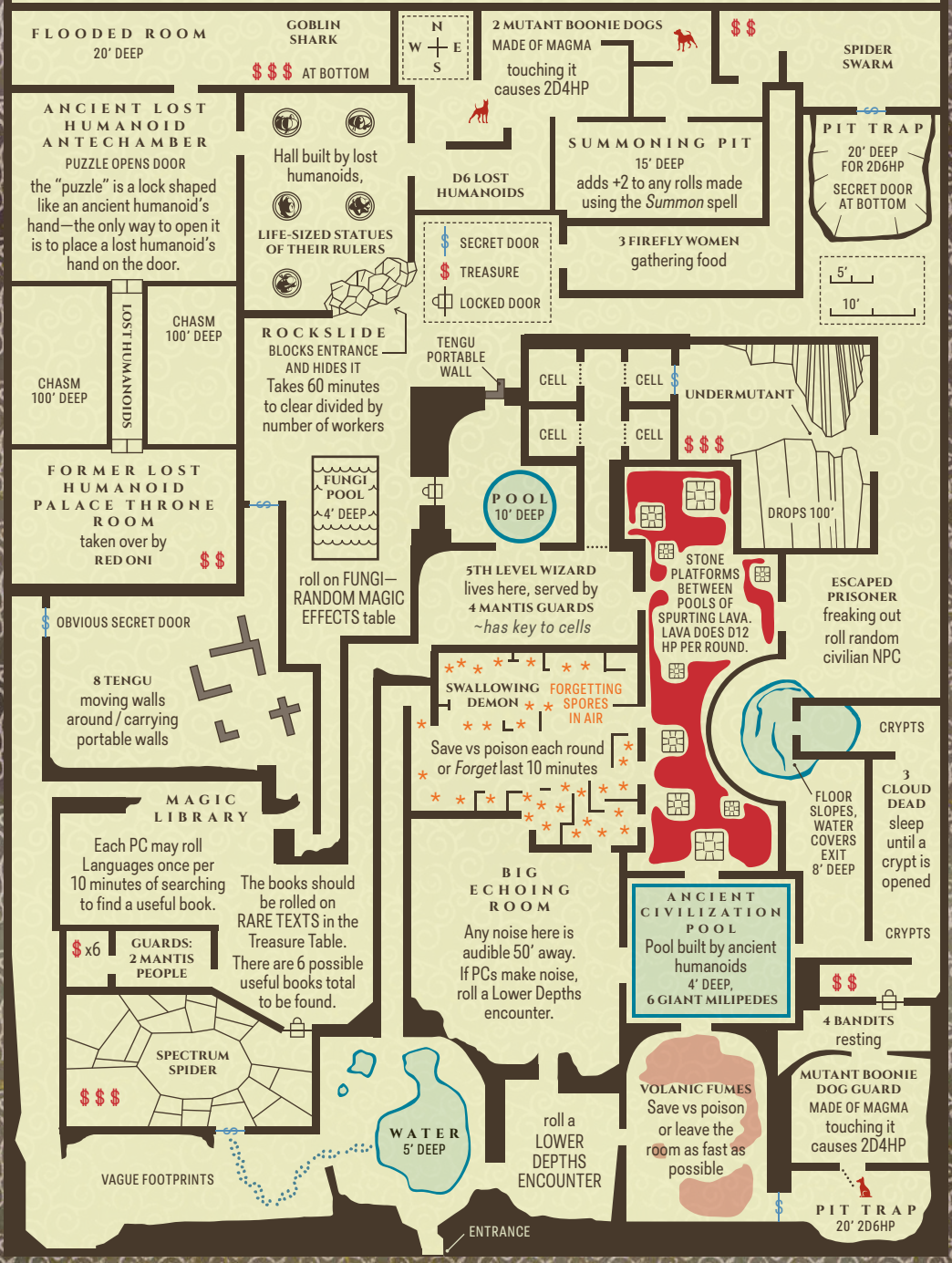
~Ritual magic is performed in unison by 20 or more yuta and / or noro anywhere on the elevated ground of the Nebulith (conclaves of 20 or more yuta occur only when one of them turns 88 years old).

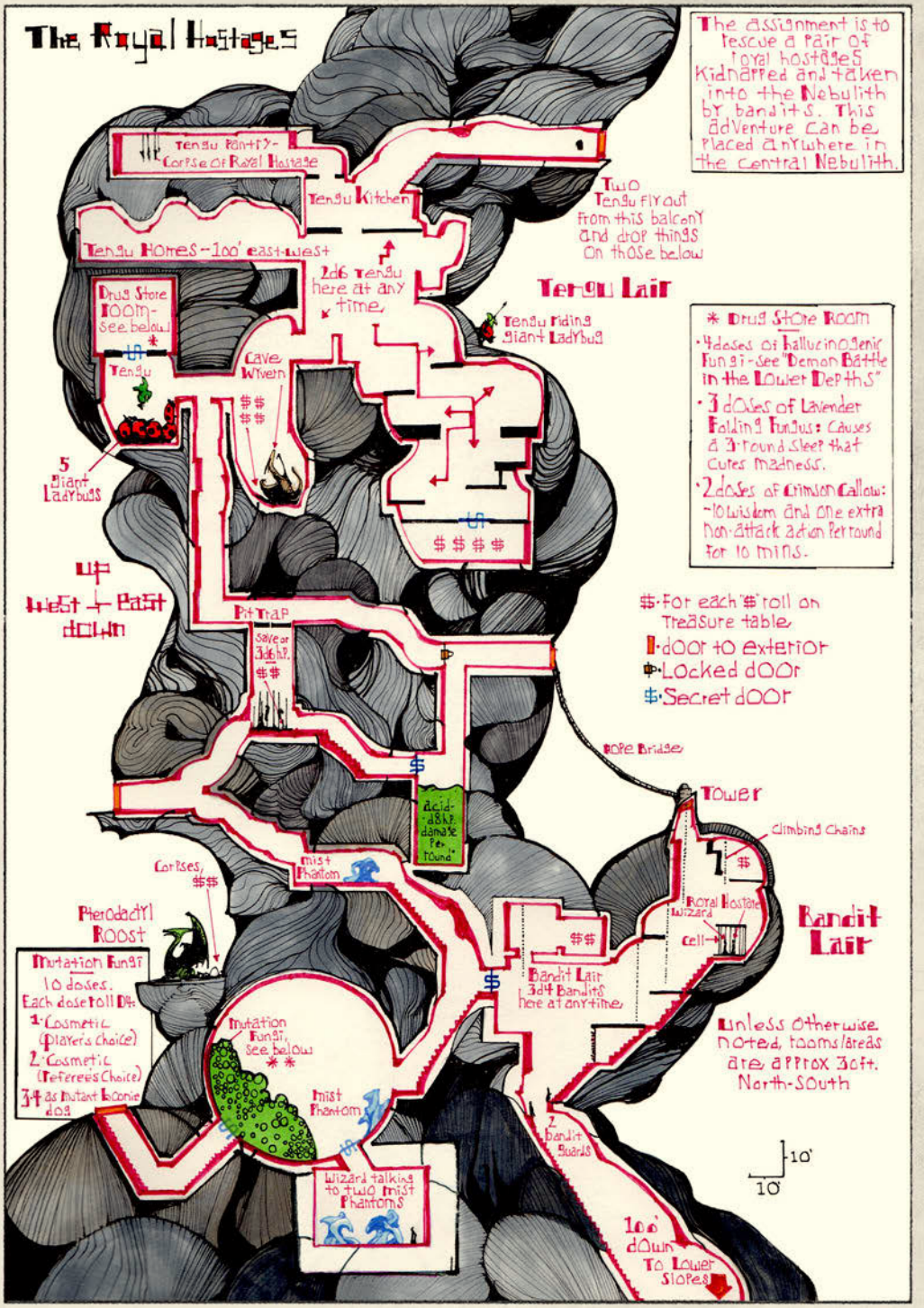
DUNGEONS

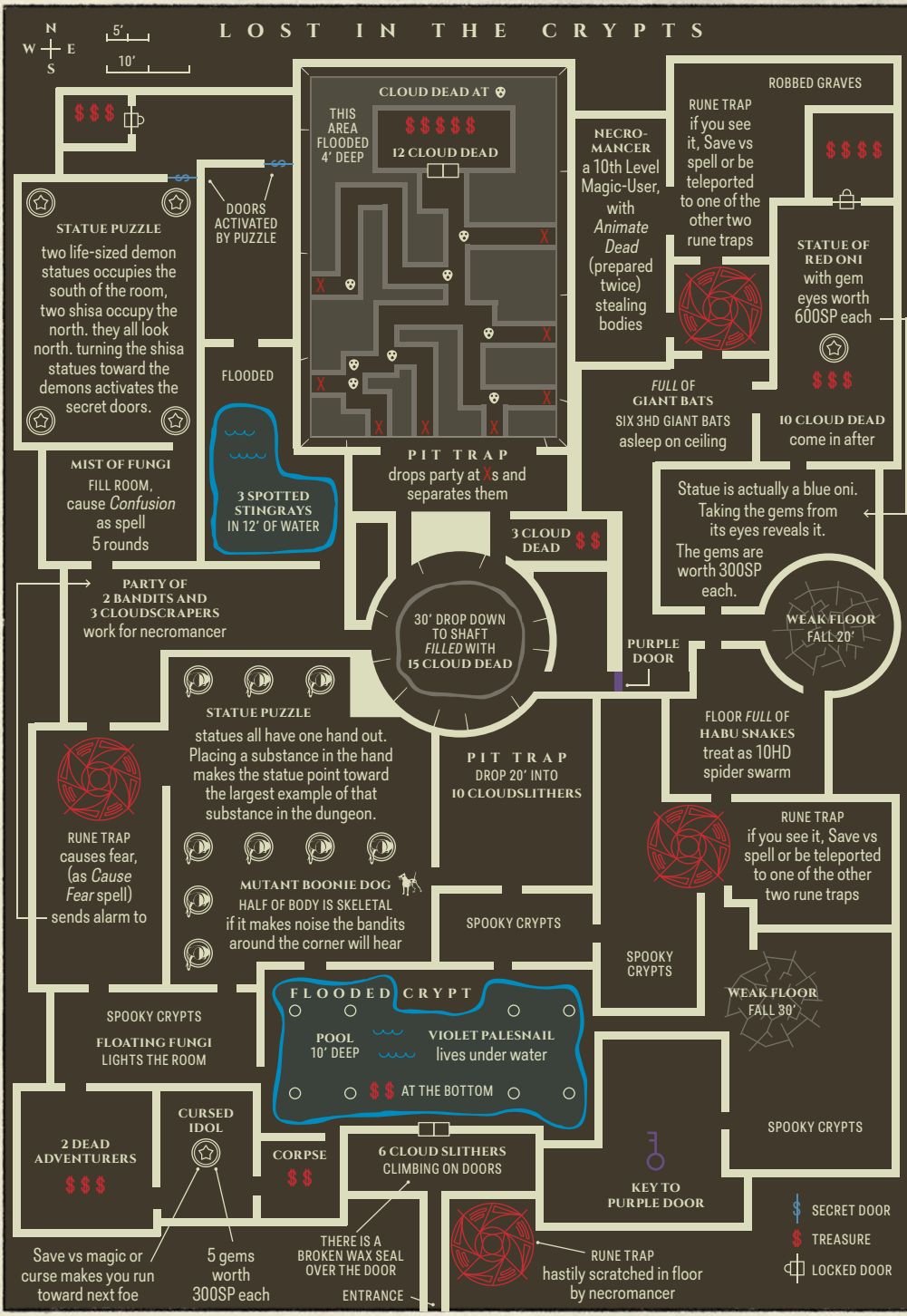
IN THE NEBULITH

Demon Battle in the Lower Depths
5'
10'
entrance
Up
West - East
Down
This contested section of the Nebulith can be inserted anywhere below sea level
Giant bat
Assume all areas are 30' (approx.) North-South
Attacks anyone who makes noise in here
2 Megaloids fighting 3 Hellbenders
Dead humans in sprung pit trap
Hallucinogenic fungi in air
See below
$# in chest
hatch
Pool of Sunburst Fungi Plasm (harmless)
$-means roll on treasure table (once per "$")
$-means secret door
Hellbenders waiting in ambush
They can control the wyvern as long as its chained up
Megaloids waiting in ambush
Cave Wyvern
Hallucinogenic fungi in air (creatures already in here are immune) (see below)
$$$ in waterproof chest
$$$ in 2 chests
exit
Secret door in cave wall
7 giant millipedes (not drawn to scale)
2 humans in cages
Ultramegaloid (boss) 38hp 8HD
2 atks/rnd otherwise as megaloid
magic mirror cave
hellbender guard
hatch
harmless green pool
Slimy & gross
Lava 2d6hp per round
Hallucinogenic fungi-save or hallucinate. If you fail, re-save each round to end the effect
(D4) 1-You're a millipede
2-You're deep under water
3-You're covered in millipedes
4-all other creatures are your mom
Distorted versions of any creature in here appears and attacks its double-roll for each intruder (D4):
1-Fatter (+10h.p.)
2-Skinnier (+2a.c.)
3-Wiggly (same stats)
4-Bent (same stats)
Stats otherwise the same
Young Giant Octopus 30hp 8HD
Otherwise as giant octopus
If you swim down you discover its floating above... a Blue Oni disguised as little girl prisoner
Secret door leads to airlock
of hellbender

DOMAIN OF THE BLOOD-RED ONI




The Royal Hostages
The assignment is to rescue a pair of royal hostages kidnapped and taken into the Nebulith by bandits. This adventure can be placed anywhere in the central Nebulith.
Tengu Pantry - Corpse of Royal Hostage
Tengu Kitchen
Two Tengu fly out from this balcony and drop things on those below
Tengu Homes - 100' east-west
2d6 Tengu here at any time
Tengu Lair
Drug Store Room - see below *
Tengu
Tengu riding giant ladybug
Cave Wyvern
5 giant ladybugs
* Drug Store Room
• 4 doses of hallucinogenic fungi - see "Demon Battle in the Lower Depths"
• 3 doses of Lavender Folding Fungus: Causes a 3-round sleep that cures madness.
• 2 doses of Crimson Callow: -10 wisdom and one extra non-attack action per round for 10 mins.
up West + East down
Pit trap
Save or 3d6 hp
$: For each "$" roll on treasure table
: door to exterior
: Locked door
$: Secret door
Rope Bridge
Tower
Climbing chains
Acid - d8 hp damage per round
Mist Phantom
Corpses
Pterodactyl Roost
Royal Hostage Wizard cell
Bandit Lair
Mutation Fungi
10 doses. Each dose roll D4:
1. Cosmetic (Player's choice)
2. Cosmetic (Referee's choice)
3-4 as mutant iconic dog
Bandit Lair 3d4 bandits here at any time
Unless otherwise noted, rooms/areas are approx 30ft. North-South
Mutation Fungi, see below **
Mist Phantom
2 bandit guards
10'
10'
Wizard talking to two Mist Phantoms
100' down to Lower Slopes


LOST IN THE CRYPTS
N
W
E
S
5'
10'
$ $ $
STATUE PUZZLE
two life-sized demon statues occupies the south of the room, two shisa occupy the north. they all look north. turning the shisa statues toward the demons activates the secret doors.
DOORS ACTIVATED BY PUZZLE
MIST OF FUNGI
FILL ROOM, cause Confusion as spell 5 rounds
FLOODED
3 SPOTTED STINGRAYS IN 12' OF WATER
PARTY OF 2 BANDITS AND 3 CLOUDSCRAPERS
work for necromancer
CLOUD DEAD AT
THIS AREA FLOODED 4' DEEP
$ $ $ $ $
12 CLOUD DEAD
PIT TRAP
drops party at Xs and separates them
3 CLOUD DEAD $ $
30' DROP DOWN TO SHAFT FILLED WITH 15 CLOUD DEAD
NECRO-MANCER
a 10th Level Magic-User, with Animate Dead (prepared twice) stealing bodies
RUNE TRAP
if you see it, Save vs spell or be teleported to one of the other two rune traps
ROBBED GRAVES
$ $ $ $
STATUE OF RED ONI
with gem eyes worth 600SP each
$ $ $
10 CLOUD DEAD
come in after
FULL OF GIANT BATS
SIX 3HD GIANT BATS
asleep on ceiling
Statue is actually a blue oni. Taking the gems from its eyes reveals it.
The gems are worth 300SP each.
WEAK FLOOR
FALL 20'
PURPLE DOOR
FLOOR FULL OF HABU SNAKES
treat as 10HD spider swarm
STATUE PUZZLE
statues all have one hand out. Placing a substance in the hand makes the statue point toward the largest example of that substance in the dungeon.
PIT TRAP
DROP 20' INTO 10 CLOUDSLITHERS
RUNE TRAP
causes fear, (as Cause Fear spell) sends alarm to
MUTANT BOONIE DOG
HALF OF BODY IS SKELETAL
if it makes noise the bandits around the corner will hear
SPOOKY CRYPTS
SPOOKY CRYPTS
RUNE TRAP
if you see it, Save vs spell or be teleported to one of the other two rune traps
WEAK FLOOR
FALL 30'
SPOOKY CRYPTS
FLOATING FUNGI
LIGHTS THE ROOM
FLOODED CRYPT
POOL 10' DEEP
VIOLET PALESNAIL
lives under water
$ $ AT THE BOTTOM
SPOOKY CRYPTS
2 DEAD ADVENTURERS
$ $ $
CURSED IDOL
CORPSE
$ $
6 CLOUD SLITHERS
CLIMBING ON DOORS
KEY TO PURPLE DOOR
Save vs magic or curse makes you run toward next foe
5 gems worth 300SP each
THERE IS A BROKEN WAX SEAL OVER THE DOOR
ENTRANCE
RUNE TRAP
hastily scratched in floor by necromancer
SECRET DOOR
TREASURE
LOCKED DOOR

LONE, NONHOSTILE CERULEAN MONK, MEDITATING

The monk is cordial and offers delicious soup and awamori and invites you to meditate with him, ignoring distractions, in a bare room. Distractions of all kinds will appear, one at a time: monkeys pushing wheels of fire, pigs talking about their children, ogres coiling like serpents around the PCs, etc.

Their choices determine their fate:

IF THE PCS MEDITATE

ASK THEM WHAT THEY MEDITATE ON. IF THEY MEDITATE ON:

OBJECTS OF DESIRE
~wealth, sexual partners, magic items, food, etc

SOMETHING ABSTRACT, ESOTERIC OR MUNDANE
~a blade of grass, the smell of lava, the stars, etc.

THE OBJECT OF DESIRE WILL APPEAR IN FRONT OF THEM, WAITING FOR THEM TO OPEN THEIR EYES. IF THEY INTERACT WITH IT, IT WILL TURN INTO A SPIDER SWARM AND THE MONK WILL SAY "TO FIND WHAT YOU NEED YOU MUST FREE YOUR MIND OF DESIRE!" AND LEAVE THEM TO FIGHT OFF THE SPIDERS.

THEY GAIN A POINT OF WISDOM.

FRIENDS OR ALLIES

DEATH

THE FRIEND OR ALLY WILL APPEAR AND BE ENTIRELY HEALED.

AN ENEMY

THE MONK

SOMETHING ELSE

THEY ARE GIVEN THE OPTION TO BRING A DEAD ALLY BACK TO LIFE IF THEY REPLACE THEM.

THEY LOSE ONE HAND AND GAIN THE ENEMY'S HAND IN ITS PLACE. THE ENEMY NOW HAS THEIR HAND.

THEY BECOME THE MONK.

MAKE SOMETHING UP.

IF ANY OF THEM INTERACT WITH THE DISTRACTIONS

THEY WILL DISAPPEAR AND END UP IN THE HUGE MISTY HALL MINUS D4 POINTS OF WISDOM.

IF THEY REFUSE TO MEDITATE

THEY WILL HAVE TO HEAD BACK AS THERE IS NO OTHER EXIT.

A LOST NPC PARTY

This is a party of 5 cloudscrapers. One is a disguised blue oni hoping to trick all of them and the PCs into killing each other. Mostly because it amuses him to do so.

EXIT 1

EXIT 2

SPINNING ROOM

Room continually spins and the centrifugal force keeps the PCs from falling 30' through the absent floor. At intervals, the PC is over a ledge 6' below. The only obvious way out is to climb down and leap at the exact right moment.

HANGING FROM THE NEBULITH

PC is ejected to sheer cliff and finds themself clinging over a 40' drop. The only clear escape is to climb to a ledge above.

THE HANGING PC AND THE NET PC ARE NEAR THE SAME LEDGE.

"TIME BANDITS" NET

Net suspended over 100' drop—among six other nets containing skeletal remains and three dwarf NPCs. Swinging from one net to the other can allow PCs to reach the edge of the slope and escape.

MIST LAKE AND MIST WOMAN

How do you get back to your friends?

Unknown.

Referee needs to figure it out.

1st 2nd 3rd 4th

FIELD OF LOTUS BLOSSOMS

Growing up from cloud floor, it will open and send anyone who does not save to one of four locations. First PC goes to the 1st, second to the 2nd, 3rd to the 3rd, 4th to the 4th, 5th to the 1st, etc.

They can leave to the "east" if they like when they are done.

CHANTING

You hear **CHANTING** in one direction and **QUIET** in the other.

QUIET

You hear **QUIET** in one direction and **A WATERFALL** in the other.

HUGE MISTY HALL

FROM ONE LOCATION MID-NEBULITH

BENEATH THE BLUE JADE PAVILION

?

BLUE JADE PAVILION

?

N

POOL
20' DEEP

E

AWOKEN:
An Awa Nikkan family member of a PC wants the PC to do something back on the island that is arbitrary but not terrible. It will require turning around and leaving though.

TIME LOOP:
You are deposited behind yourselves in the past. They are misty and just ahead —doing whatever you did before— but just at the edge of clearly seeing them.

FINGER TREE

A tree is hung with hundreds of fingers. Sitting beneath a tree is a gambling philosopher. He is a 20th level Wizard, specializing in spells controlling the elements.

As the party arrives, he greets them cordially and says that if they would pass, they must either fight him or engage in a game of chance. He has a necklace with 77 fresh fingers, a small clay pot, a staff that looks like it is made of wood but is patterned like a cloud swirl, and three lacquered chests.

He holds in his left hand a circular cloud stone disk. On one side it has the pattern of the stars burned into from the day the Nebulith was formed, the other side is uncarved.

His game is this:

WE WILL FLIP THE STAR DISK. -IF IT LANDS...

STAR SIDE UP	PLAIN SIDE UP
YOU WIN, AND TAKE ONE OF 3 GIFTS FROM ME.	THE PHILOSOPHER WINS AND TAKES SIX FINGERS FROM THE PARTY.

"But," he says "to make it fun, for a wager of an additional 6 fingers I will let you flip the stone again! If either of them lands in your favor you keep your fingers and take the treasure of your choosing. We decide on the wager and how many flips before we start and we play only once."

"Or if you believe yourselves truly fortunate, we can play for souls! The same wager but for every two souls you wager, you get an additional flip of the moon disc. My soul for every two of yours."

THE GAME IS FAIR—A 50-50 SHOT, THROWN ONE TIME.

~If the wizard wins he will demand his payment or fight.

~If the PCs win a prize, he will open the three chests revealing three random magic items thrown on the Treasure Table and allow them to pick one.

~If the PCs lose their souls they become Awoken entirely under the Referee's control and cannot leave the Upper Nebulith unless their soul is somehow re-acquired.

~The clay pot contains a beautiful cloud-moth that is the wizard's soul. If it is set free of the pot he will do anything to get it back.

ESCAPE

MIRROR DEMON

A mirror demon appears and blocks the party's progress. They must find a way past if they want to go further in this direction.

~The mirror demon has as many heads, limbs, and hit points as the party, collectively, and the heads resemble theirs. It always loses initiative. Whatever harm is inflicted on the demon is immediately (without waiting for a turn) and unerringly inflicted back on the party member who inflicted it. If the party member casts a harmful spell, the demon casts the same one, if the party member stabs it with a sword, the demon inflicts a sword wound.

~The demon has no special immunities but it does have the saving throws of a Fighter of its HD / level (which is the party's cumulative level). It can only use its abilities to mirror damage it takes, if the party, for example, has access to teleportation the demon does not have that power. Other than the reflection power, it is simply a many-limbed creature with a lot of hit points.

~Anyone within 50' of the demon takes D4 psychic damage each round as they feel they are battling themselves. Its presence causes a tinnitus-like sound in their ears.

~If the party engage it and then flee, it will follow at a walking pace, never running unless it is attacked.

HD	AS PARTY
HP	AS PARTY
MORALE	12
SPEED	120'
ATTACK	SEE ABOVE

FOOTSTEPS

WATERFALL

You hear **A WATERFALL** in one direction and **ECHOING FOOTSTEPS** in the other.

If you're in the time loop (see upper right) you see past selves in the distance heading where you did.

FROM ANOTHER LOCATION MID-NEBULITH

FROM A THIRD LOCATION MID-NEBULITH

NEW SPELLS

BONE CURSE

	LEVEL 1
DURATION	10 MINUTES
RANGE	LINE OF SIGHT
AREA OF EFFECT	ONE CREATURE THAT HAS BONES
SAVING THROW	NO

The creature targeted will take extra damage from any physical attack on it for the next ten minutes. When the Yuta is levels 1-3 it is 1 extra point of damage, at level 4 it goes up to D4 points of damage, at level 6 it goes up to D6, etc. As the spell makes bones brittle, the target must have a bony or cartilaginous skeleton for it to work.

CONSECRATE OBJECT

	LEVEL 5
DURATION	PERMANENT
RANGE	TOUCH
AREA OF EFFECT	ONE OBJECT
SAVING THROW	NO

An object touched becomes endowed with spiritual power. It is treated as a magical object hereafter—it cannot be destroyed without a *Dispel Magic* spell or similar magic being cast on it and if it is a weapon it counts as a magical and blessed weapon for the purpose of harming supernatural creatures.

CONTACT CURSE

	LEVEL 2
DURATION	24 HOURS / SEE BELOW
RANGE	TOUCH
AREA OF EFFECT	CASTER / SEE BELOW
SAVING THROW	NO

The Yuta places a curse upon her own skin and clothing including armor, such that anyone who touches her against her will during the spell's duration suffers a baleful effect. She must choose which effect at the time of casting:

~Blindness for one round and then save each round thereafter to end the effect.

~Searing pain—D8HP and fall prone.

~Vomiting for one round and then save each round to end the effect—target may only passively defend themself until the effect ends. ⇗

~Polymorphed into an ordinary animal of the Yuta's choice (specify when the spell is cast) for one round and then save each round thereafter to end the effect.

The *Contact Curse* is a defensive spell, if the Yuta intentionally touches a target—even in combat—the spell has no effect.

CONTACT SPIRIT

	LEVEL 2
DURATION	ONE MINUTE / LEVEL
RANGE	N / A
AREA OF EFFECT	50' RADIUS
SAVING THROW	NO

This spell allows the Yuta to mentally converse with any spirits currently within the area, visible or otherwise—whether spirits of nature or of the restless dead. The spirits will behave as ordinary NPCs, with interests, ideas, and observations of their own, though they may trade favors. Spirits tend to linger in one geographical area (a room, a house, a rice paddy, a lagoon), so the information they can impart is often limited to what's happened in that area.

ESCAPE

	LEVEL 2
DURATION	INSTANTANEOUS
RANGE	N / A
AREA OF EFFECT	CASTER
SAVING THROW	NO

This spell allows a Yuta to evade pursuit via limited teleportation. By casting *Escape* the Yuta can go from any spot to any other spot within 100' as long as she is unobserved in both the original and target locations and has already been to the target location. So, for example, a Yuta being chased down a corridor by a tengu could turn a corner ahead of her pursuer, disappear and reappear behind the tengu. For obvious reasons this spell is usually enchanted into an object.

EXORCISM

	LEVEL 3
DURATION	1 YEAR / LEVEL
RANGE	40'
AREA OF EFFECT	ONE SPIRIT
SAVING THROW	YES

A spirit is banished to another plane of existence.

NOTE To take effect, the spirit must be kept within the spell's range for the entire length of casting. If the spell is cast in a sacred place then the spirit must roll twice and pick the worst result.

FIND MAJO ANIMAL

	LEVEL 3
DURATION	PERMANENT
RANGE	N / A
AREA OF EFFECT	ONE CREATURE
SAVING THROW	NO

A local animal befriends the Yuta and will help her in all her endeavors as best it can—acting as the equivalent of what is called a "familiar" in the west. No Yuta can have more than one majo animal at once and if the animal dies the Yuta permanently loses a number of hit points equal to the creature's. The Yuta can see through the animal's eyes and control it completely.

Roll to see which animal when the spell is cast:

1	RAT	6	MONKEY
2-3	FROG / TOAD	7-9	LEOPARD CAT
4	MONGOOSE	10-11	CROW
5	ROOSTER	12	OWL

FORTUNE

	LEVEL 1
DURATION	SEE BELOW
RANGE	N / A
AREA OF EFFECT	ONE INDIVIDUAL
SAVING THROW	NO

A creature's fortune is told with cartomancy, astrology, etc. The fortune is given in response to a question about a coming venture from the character and the answer will take the form of two statements, one in the form of "Seek...(something)..." and "Avoid...(something else)..." based on the Referee's understanding of what is to come.

The character receiving the fortune will receive a +1 bonus to any roll which brings them closer to the thing they are meant to seek and a -1 to any roll which will bring them closer to the thing they are supposed to avoid.

GREATER CONTINGENCY

	LEVEL 1
DURATION	INSTANTANEOUS
RANGE	SEE BELOW
AREA OF EFFECT	SEE BELOW
SAVING THROW	SEE BELOW

This a is superior version of the *Contingency* spell—it allows the caster to cast another second spell which does not activate until specific conditions are met. The conditions can be whatever the caster describes and the target of the spell can be any target that would normally be targetable by the second spell.

So, for instance, a Yuta could cast *Greater Contingency* and *Sleep* with the condition that the *Sleep* spell activates when she is next attacked and targets any creature that attacks her and their allies.

The second spell must be one the Yuta is normally able to cast, and the spell slot for the second spell is taken for the day (though it does not remain taken on the next and subsequent days).

Once cast, the *Greater Contingency* spell works whether the Yuta wants it to or not, and will follow the instructions given to the letter. If there are no viable targets when the spell is activated (for instance, a Yuta is shot with an arrow from beyond the range her *Sleep* spell would reach) the *Greater Contingency* spell is not discharged or spent. However, if the effect is merely unintended or weak (the Yuta is stung by a bee, thereby activating the *Sleep* spell on the bee) then the spell is still spent.

A Yuta can have a number of *Greater Contingency* spells active at one time equal to her level.

HOLD NATURE

	LEVEL 12
DURATION	1 DAY / LEVEL
RANGE	0
AREA OF EFFECT	1000 SQUARE FEET / LEVEL
SAVING THROW	NO

Within the area of effect, natural processes of the caster's choice fail to progress. Earthquakes cease, volcano bubbles freeze leaving lava bubbles hovering, plants live but stop growing, raindrops hanging mid-air, lightning bolts hold for days. Creatures that normally move under their own power are not affected in any way.

HOLD SPIRIT

	LEVEL 2
DURATION	UNTIL SAVE IS MADE
RANGE	50'
AREA OF EFFECT	ONE SPIRIT
SAVING THROW	YES

This spell allows a Yuta to temporarily paralyze any creature of the spirit world—including any ethereal undead or nature spirit. If the target fails its save it cannot take any action on any round until it does save.

MINOR SYMBOL

	LEVEL 2
DURATION	PERMANENT
RANGE	N / A
AREA OF EFFECT	SEE BELOW
SAVING THROW	YES

Similar to the *Symbol* Spell, only less powerful, this spell allows the caster to inscribe a runic trap on any object that affects all who see it. The kinds of runes that can be inscribed using this spell are:

Minor Symbol of Conflict

All creatures within 30' will argue each round until they save. Creatures with differing alignment or goals have a 50% chance of entering physical combat until they save.

Minor Symbol of Despair

Affected creatures become hopeless and must save against magic to take any action until they successfully save three times in a row.

Minor Symbol of Madness

Creatures are affected as with a *Confusion* spell.

Minor Symbol of Pain

Creatures immediately take D4HP (no save for that) and are wracked with pain—they must roll twice and take the lowest result when taking any action each round until they successfully save. (This double-roll does not apply to saving throws.)

NATURAL PROTECTION

	LEVEL 5
DURATION	2 MINS / LEVEL
RANGE	0
AREA OF EFFECT	100' RADIUS
SAVING THROW	NO

This spell causes the natural environment to protect a Yuta. Any plants or fungi present will grow wildly, limiting movement for anyone but the Yuta or her allies to 10' / round, and any ordinary animals present in the area of effect will immediately attack anyone behaving in a hostile manner toward her or her allies. In addition, each round other normal animals native to the environment will appear to protect the Yuta at a rate of one per round up to a maximum hit dice of creatures equal to the Yuta's level. Twice as many hit dice worth of creatures appear if the spell is cast in a sacred place. If the Yuta takes any hostile action, the spell effect ends—however if the Yuta casts a hostile spell during the time *Natural Protection* is in effect, the effect will only be prematurely cancelled once the casting of the hostile spell is finished.

NATURAL WARD

	LEVEL 1
DURATION:	LEVEL x 8 HOURS
RANGE	0
AREA OF EFFECT	ONE ROOM OR 50' RADIUS
SAVING THROW	NO

This spell summons a dozen ordinary birds who will sit (awake and never tiring) silently around the perimeter of the area of effect and chirp loudly under conditions described by the Yuta. A typical condition might be "If you see any creature not already in the room" or "If you see any intruders." Alternately, the Yuta can command the birds to silently send one of them to contact her in case the condition occurs. If cast underground, these will be bats instead of birds.

PERSISTENCE

	LEVEL 14
DURATION	PERMANENT
RANGE	LINE OF SIGHT
AREA OF EFFECT	ONE SPELL OR MAGIC EFFECT
SAVING THROW	NO

Persistence is a spell that makes other spells permanent. It is like the standard Magic-User spell *Permanency* only—in addition to the spells listed there—it can also be used on certain other spells, including: *Contact Curse*, *Protection from Magic*, any *Speak with* spell, *Lose the Path*, *Undead Attraction*, and *Spiritual Sensitivity*.

Also, this spell can be used to turn certain magic effects permanent (with no save to end them) regardless of the source. This effect can be used in the case of magic resulting in blindness, confusion, invisibility, physical mutation, muteness, paralysis or deafness. The spell affected can be cast by anyone—Yuta, Magic-User, Cleric, etc.

Remove Curse can undo this spell.

PLANT EFFIGY

	LEVEL 4
DURATION	5 MINUTES / LEVEL
RANGE	N / A
AREA OF EFFECT	WAD OF PLANT MATTER
SAVING THROW	NO

The Yuta fashions a small child or animal no more than 1' tall out of twigs, bark, leaves, stems or other plant matter and breathes life into it. The creature has 1 hit point per the Yuta's level, the same sensory abilities as a human, and can speak—its stats are otherwise those of a mouse. It will obey the Yuta's commands until the spell duration is up and afterwards revert to the vegetable matter from whence it sprung.

POISON VERSE—BLIND

	LEVEL 10
DURATION	UNTIL SAVE IS MADE
RANGE	EARSHOT
AREA OF EFFECT	EVERY HOSTILE CREATURE IN RANGE
SAVING THROW	YES

The Yuta utters a word that blinds every enemy that can hear it, similar to a western *Power Word*. After one round of blindness, the targets may save to regain their sight—if they fail they may re-save again each round thereafter until they succeed.

POISON VERSE—DEAFEN

	LEVEL 7
DURATION	UNTIL SAVE IS MADE
RANGE	EARSHOT
AREA OF EFFECT	EVERY HOSTILE CREATURE IN RANGE
SAVING THROW	YES

The Yuta utters a word that deafens every enemy that can hear it, similar to a western *Power Word*. After a number of rounds of deafness equal to the Yuta's level, the targets may save to regain their hearing—if they fail they may re-save again each round thereafter until they succeed.

PROTECTION FROM MAGIC

	LEVEL 4
DURATION	12 HOURS
RANGE	TOUCH
AREA OF EFFECT	ONE CREATURE
SAVING THROW	NO

A creature is protected from one specific harmful spell chosen by the Yuta—that one spell cannot affect them for 12 hours.

NOTE This spell does not allow the recipient to ignore defensive spells—so someone could be enchanted so they can walk through a *Wall of Fire* but could not be able to walk through a *Wall of Iron*. However, a creature could be protected if the *Wall of Iron* fell on them.

REPEATING CURSE

	LEVEL 2
DURATION	UNTIL SAVE IS MADE
RANGE	100'
AREA OF EFFECT	ONE CREATURE
SAVING THROW	YES

A creature must save or repeat the exact action it took in the last round, to the degree it's able, as precisely as possible.

NOTE Precisely repeated attacks usually miss because the target of the creature's attack can move away while the victim of the spell is doomed to repeat the same motions over and over. The target re-saves each round and the effect ends when the target saves.

RITE OF SAFE CONDUCT

	LEVEL 3
DURATION	24 HOURS
RANGE	TOUCH
AREA OF EFFECT	ONE FREESTANDING STRUCTURE, NO LARGER THAN 20 TIMES THE YUTA'S LEVEL FEET IN ANY DIRECTION
SAVING THROW	YES

This spell allows a Yuta to enchant a structure so as to prevent any hostile action inside for the spell's duration. Only creatures who accept the spell as they enter are bound by it. Creatures accept the spell either verbally or by performing some simple rite chosen by the Yuta (for example: lighting a candle). In addition, the owner (as designated by the dominant law of the land if that applies and is clear, or by common sense as decided by the local spirits if it does not) must also willingly choose to allow the ritual to be cast—no-one can be bound by the *Rite of Safe Conduct* by surprise.

All creatures who have accepted the rite are bound to undertake no hostile action against anyone else inside while they are within the structures walls and so long as the spell's duration lasts.

As participation is voluntary, the spell is usually used to encourage trust during diplomatic conversations. Generally, if a member of a negotiating party will not accept the spell, the other party will not want to grant them entry.

SHELL AUGURY

	LEVEL 1
DURATION	PERMANENT
RANGE, ETC.	N / A

A Yuta on the brink of some project or adventure places a turtle shell over a fire and heats it until it cracks. By reading the cracks, the Yuta will divine three pieces of information. These will be pieces of true information that she does not know, that the Referee thinks it would be interesting if she did know, and that could be helpful to know in her upcoming venture. The Yuta cannot ask questions, the shell simply reveals what it reveals. No more than one *Shell Augury* may be made about any given venture.

SORCERY POOL

	LEVEL 3
DURATION	SPECIAL
RANGE	10 '/ LEVEL
AREA OF EFFECT	ONE SPELL
SAVING THROW	NO

This spell allows two or more Yuta to combine their powers. One Yuta casts a *Target* spell and another casts *Sorcery Pool*—the participating Yuta combine all of their levels for the purpose of determining the magnitude of any effect any part of the *Target* spell's effect that depends on the caster's level. So an exorcism, which lasts 1 year per level, cast by four Yuta all of third level in a sorcery pool, would last 12 years.

SPEAK WITH BIRDS

	LEVEL 1
DURATION	1 HOUR
RANGE	N / A
AREA OF EFFECT	CASTER
SAVING THROW	NO

The caster can speak the language of all birds—including giant versions of ordinary birds. The birds will behave as ordinary NPCs, with interests, ideas, and observations of their own, though they may trade favors. Communication with pterodactyls will be very difficult, but not impossible, as their dialect is very ancient.

SPEAK WITH FISH

	LEVEL 2
DURATION	1 HOUR
RANGE	N / A
AREA OF EFFECT	CASTER
SAVING THROW	NO

The caster can speak the various languages of all sea creatures—including both fish and all normal animals that live exclusively in the sea, like whales and squid—and also including giant versions of ordinary sea creatures. The animals will behave as ordinary NPCs, with interests, ideas, and observations of their own, though they may trade favors.

SPEAK WITH INSECTS

	LEVEL 1
DURATION	1 HOUR
RANGE	N / A
AREA OF EFFECT	CASTER
SAVING THROW	NO

The caster can speak the language of all arthropods, including insects, arachnids, and even crustaceans as well as giant versions of these creatures. The animals will behave as ordinary NPCs, with interests, ideas, and observations of their own, though they may trade favors. Communication with large crustaceans like crabs and lobsters will be very difficult, but not impossible, as their accents are very thick.

SPIRITUAL SENSITIVITY

	LEVEL 2
DURATION	1 MINUTE / LEVEL
RANGE	100' / LEVEL
AREA OF EFFECT	CASTER
SAVING THROW	NO

The caster becomes somewhat aware of all spiritually unusual forces within the range. The caster will respond to:

~Strong emotions or violent events that occurred in the area

~Powerful spirits or other-dimensional beings that were in the area

~Anything invisible, illusory, or otherwise hiding its true nature via magic currently in the area

~Any sources of great evil or tremendous goodness that were in the area

The sensitivity is not specific, the Yuta will only be aware of the category of disturbance (emotion, violent event, spirit, demon, god, hidden creature, great evil, great force for good, etc.) and a vague idea of when it was present—with the last day, within a week, within a month, within months, within a year, within ten years, etc. This ability can be used to track a "feeling" to its source if the Yuta can get to it within the duration of the spell.

SPIRITUAL VISION

	LEVEL 7
DURATION	INSTANTANEOUS
RANGE	N / A
AREA OF EFFECT	CASTER
SAVING THROW	NO

The Yuta forms a specific question in her mind, pulls in all her favors in the spirit world, and spends the casting time in an hallucinogenic daze hunting for the answer. The Referee secretly rolls D20 on behalf of the Yuta, adding her Wisdom modifier (if she is in a sacred place, the Referee must roll twice and pick the best result). On a natural 1, the information is detailed and dangerously inaccurate (but there will be clues to this fact), otherwise at least some vague information will be imparted ("What you seek is to the east" etc.), on a 15 or more the information answers the question perfectly and on a natural 20 there is additional, useful, supplementary information.

SUMMON SHISA

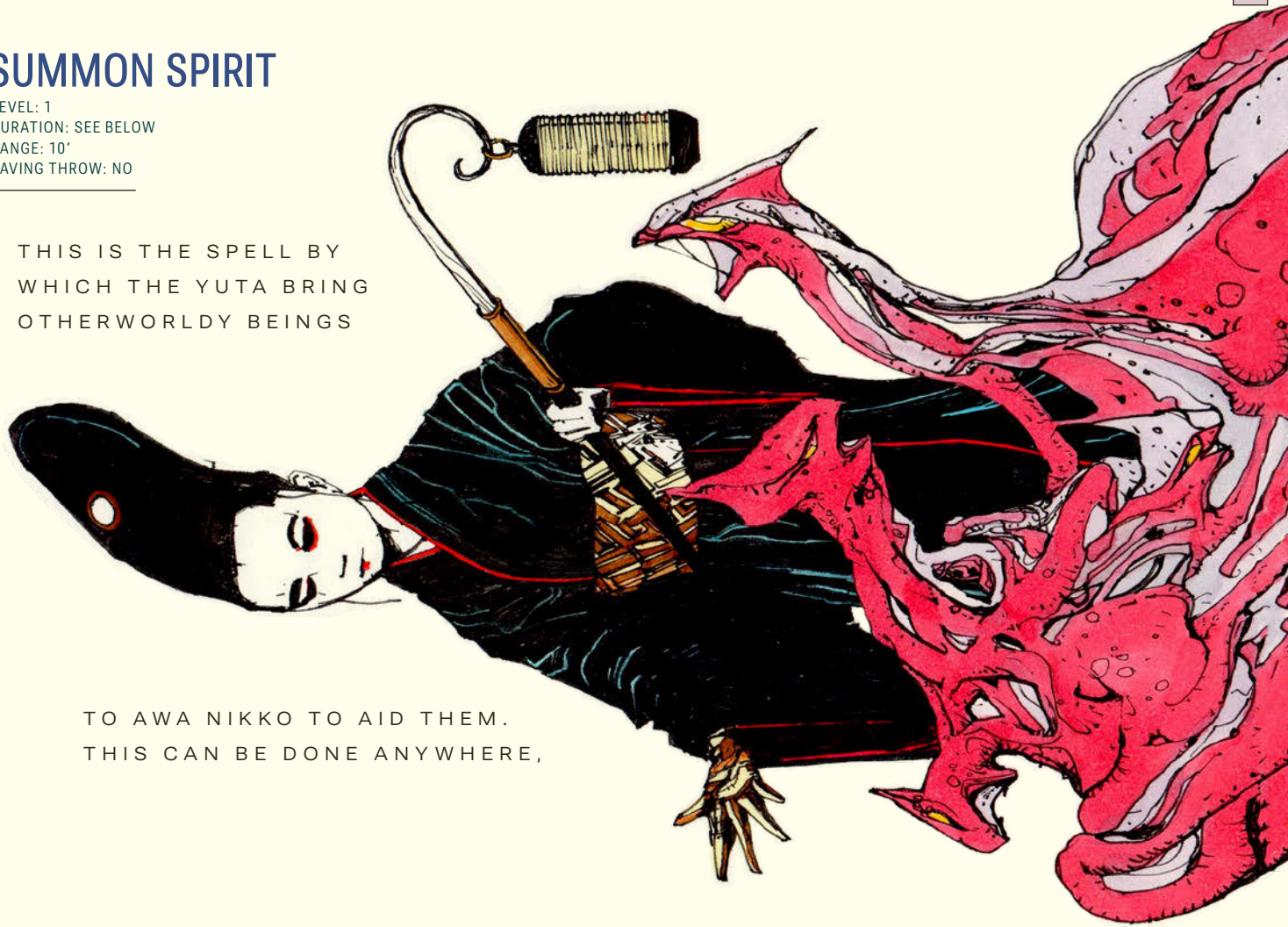
	LEVEL 2
DURATION	PERMANENT
RANGE	TOUCH
SAVE	NO

By using this spell, the Yuta causes a shih-tzu or a pair of lion-dog statues on either side of a structure or area's front gate to be inhabited by a pair of shisa—see bestiary for other details of how shisa protect a space.

SUMMON SPIRIT

LEVEL: 1
DURATION: SEE BELOW
RANGE: 10’
SAVING THROW: NO

THIS IS THE SPELL BY WHICH THE YUTA BRING OTHERWORLDY BEINGS



TO AWA NIKKO TO AID THEM. THIS CAN BE DONE ANYWHERE,

BUT SUMMONING CREATURES IN SACRED PLACES (USUALLY PLACES OF STRANGE AND INTENSE NATURAL BEAUTY—INCLUDING ALL OF THE NEBULITH) ALLOWS THE YUTA TO ROLL TWICE ON ANY OF THESE TABLES AND PICK THE MOST AUSPICIOUS RESULT.
SUMMONING TAKES HALF THE NORMAL CASTING TIME IN A SACRED PLACE.

THE PROCESS HAS SEVERAL STEPS, USE THESE STEPS IF A YUTA SUMMONS A SPIRIT OR IF THE REFEREE SIMPLY WANTS TO CREATE A SPIRIT TO USE IN THE GAME:

STEP ONE
POWER LEVEL

THE CASTER MUST DECIDE HOW POWERFUL A CREATURE—EXPRESSED IN TERMS OF HIT DICE—SHE WILL ATTEMPT TO SUMMON. THIS CANNOT BE MORE THAN TWO TIMES THE CASTER'S LEVEL.

THE CREATURE'S FORM AND POWERS WILL BE RANDOMLY DETERMINED ON THE FOLLOWING TABLES, WITH DIFFERENT RESULTS ALTERING THE CREATURE'S BASIC STATS.

THOSE DEFAULT STATS ARE...

NOTE IF THE REFEREE IS USING THESE TABLES TO GENERATE A RANDOM SPIRIT FOR PLAY, ROLL 2D4 FOR NUMBER OF HIT DICE AND FOR SPECIAL POWERS (SEE BELOW).

HD	SEE STEP ONE
MORALE	10
SPEED	120′ *~ground*
ATTACK	+HD 1 ATTACK FOR 1D6 DAMAGE

STEP TWO
DETERMINE FORM

If a specific form is needed, the Yuta may reroll a number of times equal to her Wisdom bonus (if any).

Base form (D100)—the spirit may have extra abilities because of the base form. Spirits in the form of flying creatures can fly, spirits of swimming creatures swim and can swim through the air by hovering at eye level or less above it. Less obvious details are noted on the next page:

1 MOUSE
2 BAT
3 FROG *or* TOAD
4 FISH
5 TORTOISE *or* TURTLE *~AC 19*
6 SWAN
7 CRAB
8 LEECH
9 BUTTERFLY
10 MOTH
11 GECKO
12 MONGOOSE
13 LIZARD
14 ROOSTER
15 SALAMANDER
16 TAMARIN
17 SPIDER
18 MONKEY *~AC 18*
19 MOLE
20 SCORPION *~extra attack per round: save or take D12HP*
21 ELECTRIC EEL *~touching it, save or take damage as eel in the Bestiary*
22 HABU SNAKE *~Venomous bite as habu snake in bestiary*
23 SEASNAKE *~Venomous bite as seasnake in bestiary*
24-25 LEOPARD CAT *~AC 18*
26 RAT
27 CAT
28 FOX *~AC 17*
29 HOG
30 WOLF
31-32 CROW
33 OSPREY
34 SHARK *~attack for D10HP*
35 MANTIS *~attack for D8HP*
36 FIREFLY
37 FLOWER
38 LOBSTER
39 RABBIT
40 TREE
41 BEETLE
42 AMOEBA
43 STINGRAY *~sting for D8HP*
44 LAMPREY
45-46 HERON
47-48 OWL
49-50 PEACOCK
50-60 HUMAN
61-64 KIJIMUNA
65-69 HYBRID *~roll twice*
70 HAMMERHEAD SHARK
71-72 SIKA DEER *~extra attack: gore for D8HP*
73 CENTIPEDE
74 CHAMELEON *~stealth 5 in 6*
75-76 CRANE
77 DOG
78 WHALE *~8 hit points per hit die*
79 SHADOW *~stealth 5 in 6*
80 GOAT *~extra attack: gore for D8HP*
81 OCTOPUS *~D6 attacks per round, reroll each round*
82 HORSE *~move: 240′*
83 CLOUD / MIASMA
84 SWORDFISH *~extra attack: gore for D8HP*
85 COELOCANTH
86 HAIRY CATERPILLAR *~venom as giant caterpillar in Bestiary*
87 ORNAMENTAL CARP
88 SQUID
89 PHEASANT
90 JELLYFISH *~venom as seasnake in Bestiary*
91 BUZZARD
92 BOAR
93 ANT
94 EAGLE
95 SHRUB
96 VINE
97 FLY
98 KESTREL
99 SNAIL
00 SLUG

STEP THREE
DETERMINE SPECIAL POWERS

~Spirits don't need to breathe or digest, don't age, and are immune to poison, etc. and cannot be mentally controlled with magic unless it is a spell specifically for controlling spirits.

~They always have *True Seeing*, though they usually do not speak unless they have a power that requires speech (like *Ventriloquism* or *Speak with Dead*) so they generally indicate danger by gesture.

~Spirits are usually non-corporeal, however, in order to make a physical attack they must become corporeal (this does not take an action) during the round they attack and remain so until their next turn.

While incorporeal:

~They are immune to normal attacks.

~They can be hit by magic, by magical or blessed items or creatures.

~They can be harmed by any object coated in herbs or soil connected to their origin—a successful Bushcraft by a Yuta or Magic-User roll will reveal which herb is necessary.

1 AC +1
2 AC +2
3 AC +3
4 AC +4
5 AC +5
6-11 IMMUNE TO NORMAL WEAPONS *~when corporeal*
12-17 *SPEAK WITH DEAD ~at will*
18 *CONFUSION ~on a successful hit*
19 RUSTING TOUCH *~anything metal touched is useless*
20 ADDITIONAL ATTACK PER ROUND
21 *DARKNESS ~3 / day*
22-23 *BLESS ~3 / day*
24 TWO ADDITIONAL ATTACKS
25 ELECTRICAL ATTACK *~20' range, HD times D6 damage*
26-27 *ESP ~always on*
28 *COMMAND ~3 / day*
29 *FEEBLEMIND ~on a successful hit*
30 FIRE ATTACK *~20' range, HD times D6 damage*
31 *GASEOUS FORM ~at will*
32 *GLOBE OF INVULNERABILITY ~Minor ~moves with spirit*
33 GRAPPLE *~+5 to rolls involving grappling*
34 *SLOW ~on a successful hit*
35 IMMUNE TO COLD *~when corporeal*
36 IMMUNE TO ELECTRICITY *~when corporeal*
37 IMMUNE TO FIRE *~when corporeal*
38 IMMUNE TO MAGIC *~when corporeal*
39 IMMUNE TO METAL *~when corporeal*
40 IMMUNE TO NORMAL MISSILES *~when corporeal*
41 IMMUNE TO WOOD *~when corporeal*
42 COLD ATTACK *~20' range, HD times D6 damage*
43-46 PLANT GROWTH *~at will*
47 *MAZE ~on a successful hit*
48 COMPLETE PERMANENT MEMORY LOSS *~on a successful hit, but no other damage*
49 MIMICRY *~can duplicate sounds and voices it has heard*
50 *SUGGESTION ~at will, one at a time*
51 *MIRROR IMAGE ~always on*
52 *MOVE EARTH ~3 / day*
53 *CURE LIGHT WOUNDS ~3 / day*
54 PARALYSIS *~on a successful hit, lasts until target saves, re-save each round*
55 *INVISIBILITY TO UNDEAD ~always on*
56 *PHANTASMAL FORCE ~at will, one at a time*
57 *PHANTASMAL PSYCHEDELIA ~at will, one at a time*
58 -59 PHASING *~can move through solid objects, takes an action to phase and unphase*
60 -62 *POLYMORPH OTHER ~on a successful hit*
63 *PRISMATIC SPHERE ~at will*
64 *PRISMATIC SPRAY ~at will*
65 *PRISMATIC WALL ~at will, one at a time*
66 PSIONIC ATTACK *~auto-hit, 1D6 damage*
67 PSIONIC SCREAM *~auto hit in 30' radius area, 1D6 damage + victims must save versus Magic or be Slowed*
68-70 *DETECT EVIL ~permanently*
71 REGENERATE *~regains 1D4HP a round*
72 *REVERSE GRAVITY ~at will, one at a time*
73 *SILENCE ~always on in 15' area*
74 -75 *SPELL TURNING ~always on*
76-77 *REMOVE FEAR*
78 *STINKING CLOUD ~continuous around creature*
79 *STONE SHAPE ~at will*
80-81 SWALLOW WHOLE *~inside of body is same AC*
82 *DETECT LIE*
83 *TELEKINESIS ~at will*
84 *TELEPORT ~at will*
85 *TIME STOP ~1 / day*
86 *TRANSMUTE FLESH TO STONE ~on a successful hit*
87 *TRANSMUTE ROCK TO MUD ~at will*
88 -89 *VENTRILOQUISM* ~at will*
90 SPIRIT CAN TALK
91 VULNERABLE TO COLD *~takes double damage and can be hit this way when incorporeal*
92 VULNERABLE TO COLD IRON *~takes double damage and can be hit this way when incorporeal*
93 VULNERABLE TO ELECTRICITY *~takes double damage and can be hit this way when incorporeal*
94 VULNERABLE TO FIRE *~takes double damage and can be hit this way when incorporeal*
95 VULNERABLE TO BRONZE *or* COPPER *~takes double damage and can be hit this way when incorporeal*
96 VULNERABLE TO PHYSICAL ATTACKS *~takes double damage and can be hit this way when incorporeal*
97 VULNERABLE TO SILVER *~takes double damage and can be hit this way when incorporeal*
98 VULNERABLE TO WOOD *~takes double damage and can be hit this way when incorporeal*
99 *WALL OF FIRE ~at will, one at a time*
00 *WEB ~at will, one at a time*

**described on p. 210*

STEP FOUR
UNNATURAL PHYSICAL DETAILS

Roll a number of details equal to the creature's HD, up to a maximum of 5.
Unless otherwise noted, the creature will be the size of the largest animal whose body parts it contains.

1-2 UNNATURAL HAIR *or* SECONDARY BODY PART *~shell, spines, etc.* COLOR

3 ONLY HAS THE FOLLOWING BODY PARTS
~roll D8 below until you roll the same thing twice
- 1 HEAD
- 2 LEFT ARM / FORELIMB
- 3 RIGHT ARM / FORELIMB
- 4 TORSO
- 5 LEFT LEG
- 6 RIGHT LEG
- 7 WINGS
- 8 TAIL

4 EXTRA BODY PARTS
~roll D8 and roll it D8 times
- 1 HEAD
- 2 LEFT ARM *~forelimb / fin / wing*
- 3 RIGHT ARM *~forelimb / fin / wing*
- 4 LEFT LEG *~back limb*
- 5 RIGHT LEG *~back limb*
- 6 LEFT FOOT
- 7 RIGHT FOOT
- 8 TAIL *or* EXTRA TAIL
  ~If the extra limb is a limb that would normally be able to make an attack, then the creature gets an extra attack

5 PATTERNED SKIN *~spots*

6 PATTERNED SKIN *~universe*

7 PATTERNED SKIN *~another animal pattern*

8 PATTERNED SKIN *~stripes*

9 PATTERNED SKIN *~abstract pattern*

10 ONE EYE

11 EXTRA EYES

12 NO MOUTH

13 EXTRA MOUTH

14-15 GLOWING EYES

16-17 MILKY PUPIL-LESS EYES

18 ONE CLAW HAND
~attack does one larger die of damage

19 MASSIVE MOUTH

20 MASSIVE EYE

21 FACE IN CHEST

22 SPIDER *or* CENTAUR LEGS

23 DIFFERENT ANIMAL HEAD
~roll again on DETERMINE FORM table

24 DIFFERENT ANIMAL HEAD *and* LEGS
~roll again on DETERMINE FORM table

25 EYE INSTEAD OF MOUTH

26 MOUTH INSTEAD OF EYE

27 MOUTH INSTEAD OF EAR

28 MOUTH INSTEAD OF HAND

29 DIFFERENT CREATURE'S LEGS
~roll again on DETERMINE FORM table

30 CLAWLIKE FINGERS
~attack does one larger die of damage

31 PREHENSILE TAIL

32 SCORPIONLIKE TAIL
~Extra attack per round: save or take D12HP

33 FANGS

34 NO EYES

35 SNAKE TAIL INSTEAD OF LEGS

36 BATLIKE WINGS

37 BIRD WINGS

38 INSECT WINGS

39 HOLE THROUGH CHEST

40 CAVITY IN BODY FROM WHICH SMALLER CREATURES SPILL

41 FROGLIKE EYES

42 CAT EYES

43 GOAT EYES

44 ASYMMETRICAL BODY

45 METAL BODY *~AC 19*

46 BODY OF GEMS *or* CRYSTAL *~AC 20*

47 BODY OF WOOD

48-49 BODY OF ICE
~Extra attack: cold touch D6

50 5 FOOT-TONGUE

51-53 FLOATING *and* TRANSLUCENT

54 HEADS FOR ARMS

55 JUST A HEAD WITH 4 TINY LEGS

56 GAUNT, STARVED APPEARANCE

57-61 UNNATURAL SKIN
~fur / feather / scale COLOR

62 COVERED IN OOZE *or* OTHER LIQUID

63 LOWER BODY IS A GIANT HAND

64 TRANSLUCENT SKIN

65 ARMS SO LONG THEY DRAG

66 JOINTS UP *and* DOWN EXTREMITIES

67 MEMBRANES BETWEEN ARMS, LEGS, *and* TORSO

68 MANDIBLES

69 LEFT *or* RIGHT HALF ONLY

70 EYESTALKS

71 SQUISHY / BOUNCY

72 NO FACIAL FEATURES

73 SCALES

74 MANE OF FINGERS

75 WEBBED FINGERS

76 CYCLOPS EYE

77 HALF SIZE

78 EYE ON TIP OF TONGUE

79 CRAWLS ON ALL FOURS
~or posture is otherwise strange for its appearance

80 HUNCHBACK

81 NO MOUTH

82 COVERED IN MOUTHS

83 TAIL WITH HEAD ON IT

84 TAIL WITH SECOND HEAD ON IT

85 TUSKS

86 TENTACLES FROM HEAD

87 OBESE BEYOND CONCEPTION

88 MOUTH ACROSS STOMACH

89 ARMS FOR LEGS

90 HORNS

91 TWO TORSOS LINKED LIKE A ROYAL PLAYING CARD

92 FOUR *or* MORE TORSOS LINKED IN A WHEEL

93 DOUBLE NORMAL SIZE

94 CONJOINED TWIN

95 PAIR OF TWINS

96 ON FIRE *~D6 damage at a touch*

97 MADE OF SMALLER CREATURES

98 SUPERNATURALLY LARGE FOR ITS SPECIES

99 MULTIPLE *~D6* FACES ON ONE HEAD

00 FLUID *~air, water, lava, etc.* INSTEAD OF LOWER BODY

If the Referee is using these tables to generate a random spirit for play, this is the final step.

STEP FIVE

The spirit will behave toward the Yuta as if under the effect of a *Charm* spell for one "Term"—a Term lasts:

~Until 1 hour has passed...

~Or for 2 rounds after any act of aggression perpetrated on it, by it, or on the summoner...

...whichever comes first.

If the Yuta still requires the spirit's service thereafter, she must make a Binding Roll—

~The Binding roll requires two 1D20 rolls, one on behalf of the caster, the other on behalf of the summoned spirit.

~The Yuta's level is added to her roll and it is modified by her Wisdom modifier.

~The spirit's Hit Dice are added to its roll, and it also receives +1 to the roll for every power it has.

~If the Yuta succeeds, the spirit will continue to serve again for another Term, and can roll all over agains when the Term is up.

~If the Yuta fails, the service ends.

~The Binding Roll does not count as an action, so the Yuta does not have to drop everything in the middle of a battle simply to keep a spirit in service to her.

STEP SIX

Once a spirit is no longer in service, the spirit will head off to pursue ends of its own, usually in the habitat most consistent with its appearance. Spirits who are treated well may exchange favors with the summoner in the future—for example, a spirit may offer to deliver a message to a remote location in exchange for retrieving a sacred stone from thieves in The Collar.

However—the more powerful the spirit, the greater the chance it will be angry at being pressed into service. Once a spirit is released, the caster makes a D20 roll adding the caster's Charisma modifier (if any):

~If the caster rolls an unmodified 1, the spirit will attempt to kill the caster.

~If the roll is below the spirit's hit dice, the spirit is angry at having been forced to serve and will attempt to punish the caster in some way (casting a baleful spell and then leaving, for example).

~If the roll is equal to or above the spirit's hit dice it will leave peacefully.

~If the caster rolls an unmodified 20,the spirit will grant some boon to the caster before leaving.

VENTRILOQUISM

	LEVEL 2
DURATION	10 MINUTES / LEVEL
RANGE	400
AREA OF EFFECT	EARSHOT OF LOCUS
SAVING THROW	N / A

The caster can make their voice sound like it is coming from another locus within the range, without moving their own lips. The spell does not allow the caster to disguise their voice—which is a separate skill and requires a Charisma roll scaled to the difficulty of the disguise.

WAR MAGIC

	LEVEL 15
DURATION	SEE BELOW
RANGE	SEE BELOW
AREA OF EFFECT	ONE SPELL
SAVING THROW	SEE BELOW

The *War Magic* spell extends the effect of other spells one hundredfold. Radiuses and ranges increase by a factor of 100 as do numbers of creatures affected. It does not work on touch-range spells or spells whose main effect is to help the target or make it more powerful (you could polymorph 100 enemy soldiers into pigs but couldn't polymorph 100 friendly soldiers into ogres). Targets must generally be unwilling or without volition (like a building or forest). Spells affected by *War Magic* can also be affected by other "meta" spells like *Permanence*, *Persistence* or *Greater Contingency* but those spells must be cast 100 times as well to have any effect. The spell affected by the *War Magic* can be cast by anyone—Yuta, Magic-User, Cleric, etc.—so long as it is cast exactly at the same moment as the *war magic*.

YUTA'S CURSE

Yuta will be able to immediately bestow a curse on anyone who directly harms them in anger—these curses fit the form of:

EACH TIME YOU _A_ THEN _B_ WILL ALWAYS HAPPEN.

The "A" cannot be something the PC must do every day in order to live the way they usually do and the B must be no worse than the harm inflicted on the Yuta, and must be less harmful than the effect of the most powerful other spell the Yuta has access to. Once a creature is suffering under a *Yuta's Curse**, they cannot suffer another *Yuta's Curse** from anyone. The curse does not take an action.

No two *Yuta's Curses** can be alike.

Spiritually sophisticated creatures like demons and spirits generally know enough not to harm a high level Yuta directly.

**described on p. 68*

FURTHER READING & WATCHING

ALEX'S LIST

It's impossible to list every bit of material that prompted a thought, invoked an idea or provided inspiration for Nebulith. But the list below hopefully provides some further insight about the setting, or at least, where I was pulling motivations for it!

~OKINAWAN SAMURAI—THE INSTRUCTIONS OF A ROYAL OFFICIAL TO HIS ONLY SON
(2018 Book) by Aka / Ōta Pēchin Chokushiki (auth.) Translated by Andreas Quast & Motobu Naoki

One of the few surviving accounts of an Okinawan scholar-warrior of the Pechin class, giving detailed written instructions to his wayward son about how to be a man of the Ryukyu aristocracy in the time. Great descriptions of daily life, martial arts, and etiquette of 18th Century Okinawa.

~THE LAST SAMURAI: THE LIFE AND BATTLES OF SAIGO TAKAMORI
(2005 Book) by Mark Ravina

Long before he became the "last samurai" Takamori was exiled to the Ryukyu Kingdom (Amami Island) and he kept a written record his time there. For reference, this is the samurai that held Tom Cruise's character hostage in the movie of the same name, played by Ken Watanabe.

~ACCOUNT OF A VOYAGE OF DISCOVERY TO THE WEST COAST OF COREA AND THE GREAT LOO-CHOO ISLAND BY CAPTAIN BASIL HALL, ROYAL NAVY & VOCABULARY OF THE LOO-CHOO LANGUAGE **(1816 Essay)**
by Lieutenant H.J. Clifford, Esq. Royal Navy

Foreign accounts of the Ryukyu Islands by the British Navy in 1816 (difficulties in pronunciation of the term "Ryukyu" was often translated as loo-choo, or lew chew by western tongues) Fascinating read of an intriguing clash of cultures.

~A LADY'S CAPTIVITY AMONG CHINESE PIRATES IN THE CHINESE SEAS
(1852 Book) by Mademoiselle Fanny Loviot

First-hand account of the daily life and brutality aboard a pirate-captured ship. The Ryukyu chain lies in the East Chinese Sea of this same pirate territory.

CHARACTERS

In re Parties of Adventurers I often think of situations or game elements and try to imagine how the party will react, I'm seldom right in my guessing, but thats not the point and it's a good thing! These works inspire in me the potential of the party and players at the table.

~THE BLACK COMPANY
(1984 Book) by Glen Cook

Battles and adventures in the age of the sword by a well-organized, elite company of mercenaries, it doesn't get any better than this! The three salty wizards in the company are the epitome of how to utilize magic in gritty settings.

~豚の報い THE PIG'S RETRIBUTION
(1994 Book)
by Eiki Matayoshi

A virginal boy travels with three hookers to a small Ryukyu island to collect his estranged father's washed-up and sun-bleached bones. This is not a fantasy novel, but it speaks volumes about group / party dynamics when unlikely bedfellows (pun intended) come together to undertake a gruesome, yet noble task. The book is by a local Okinawan author who lives only one small village away from me. Despite its humble origins, it went on to win the Akutagawa Prize, Japan's highest literary award, in 1995.

~THE THOUSAND CRIMES OF MING TSU
(2021 Book)
by Tom Lin

This revenge story has too many philosophical strengths to count, but I became increasingly obsessed with the characters comprising Ming Tsu's adventuring party: an old clairvoyant and a group of magic-show performers which have supernatural abilities. A criminal and sideshow freaks, societal outcasts, I wouldn't say that they exactly bonded as party, but they are functional together in their own way. The story is brutal, terse, and eerily reminiscent of the late Cormac McCarthy.

KARATE, KUNG FU & KENJUTSU

A common trope in martial arts movies of the '70s was determining which style, karate or kung fu, was stronger. But these days, even the Prefectural Karate Museum in Okinawa acknowledges that many of the early karate masters initially trained in China, specifically Southern China's Fujian province, before returning and starting their dojos on Okinawa... and Fujian province is basically famous for one thing, Nanquan, or Southern Shaolin Kung Fu and its voluminous off-shoots (White Crane, Wing Chun, Incense Shop boxing, Hak Fu Mun, Red Boat Opera, and a dozen or so others) Some of my favorite material on the subjects:

~黒帯 KURO-OBI
(2007 Film)
Shunichi Nagasaki, Director

This is the best display of the three main schools of Okinawan karate in the same film that I've come across. All of the lead roles were played by karate experts of the respective schools and no special effects were used in the fight scenes.

~ONE ARMED BOXER
(1972 film)
Jimmy Wang Yu , Director

This Chinese kung fu movie's toughest antagonist is a karate master imported from Okinawa!

(Zak: To be more specific: the Okinawan guy is the one who karate chops the guy's arm off. Also he has fangs which I think is not historically accurate representation. The scene of the main guy recovering so he can get revenge is an 18-second montage so they get back to having more fights as fast as possible. This movie is awesome. 5 stars.)

~THE FIVE DEADLY VENOMS
(1978 film)
Chang Cheh, Director

Just a great old-school kung fu flick! Unique animal-themed kung fu styles representing the five deadly venoms in Chinese folklore. Partial inspiration for two Nebulith dojos!

~INTIMATE CONFESSIONS OF A CHINESE COURTESAN
(1972 film)
Chor Yuen, Director

Revenge with a lot of swords, secret fighting techniques, poisons, strong female leads... One of my favorite kung fu movies of all time and a definite inspiration for the setting.

(Zak: If you are the kind of person who appreciates content warnings, know that this movie has pretty much all the disturbing things you'd think a revenge movie set in a brothel would have.)

~切腹 HARAKIRI
(1962 film)
Masaki Kobayashi, Director

Simply one of the ten best samurai movies ever made! The swordplay and the philosophical dilemma meticulously constructed over the course of the story is just superb!

~天下五剣 TENGA GOKEN, (THE FIVE GREAT SWORDS OF JAPAN)
(author(s) unknown, date unknown, Copy of 名劔伝 Meikenden 1769 scrolls by the Tokyo National Museum)

There are five great swords of Japan all of which are steeped in legend. One is the property of Imperial household, three are housed in the Tokyo National Museum, and the last belongs to the Honkōji Temple. Two are rumored to have killed demons, one was blessed directly by the Shinto God, Inari; one reportedly healed a girl, and one can cleanse an area of evil spirits by its mere presence! There is no greater fodder for fantasy sword games than real life Japan!

ATMOSPHERE

~THE DESCENT
(2005 film)
Neil Marshall, Director

A party of six experiences utter terror in the dark while exploring a forgotten cave. If I could translate the look and feel of the lower Nebulith into a movie this would be it!

~戦争を演じた神々たち
GODS WHO PLAYED AT WAR
(1994 book)
by Mariko Ohara

This grotesque and allegorical creation story has a hidden paradox. It has destroying creators, fallen queens, immortal dinosaurs, the evolution of man into woman, and a complete mythological ecosystem. Simultaneously this book may be the most beautiful, yet most disastrous creation myth that I've ever read. In other words, it is the Mist Woman, pterodactyls, the upper Nebulith and proximity to gods in sci-fi novel form!!

~RED BUDDHA
(1971 Vinyl Recording)
by Stomu Yamash'ta

The first solo album released by one of Japan's leading avant-garde musicians and percussionists.

~怪談 KWAIDAN: STORIES AND STUDIES OF STRANGE THINGS
(1904 Book)
by Lafcadio Hearn

This is probably the first English translation of collected Japanese ghost stories that existed for hundreds of years. The stories are eerie, gory, weird, brutal, told and retold in a time before censorship.

~大魔神 DAIMAJIN
(1966 film)
Kimiyoshi Yasuda, Director

A giant, samurai-demon buried high on mountain. I find the idea of over-sized insects, beasts, monsters, and demons endlessly fascinating.

~PIRANESI
(2020 book)
by Susana Clarke

Clarke builds a whole dream-like, shifting labyrinthine world just on the other side of a house wall. I love that. In terms of the Nebulith, one could be scaling the outer cliffs on a beautiful tropical day, but just a few feet away on the other side of the solidified-cloud wall, all hell could be breaking loose in the pitch-dark, monster-infested tunnels!

~PARANORMAL ACTIVITY 2: TOKYO NIGHT
(2010 film)
Toshikazu Nagae, Director

Much of Japanese society is veiled by etiquette and norms, but this movie pulls the veil off more effectively than most others that I've seen. It shows how the everyday Japanese person really talks and behaves at home, which makes their response to the paranormal horror all the more credible.

~里見八犬伝 LEGEND OF THE EIGHT SAMURAI
(1983 film)
directed by Kinji Fukasaku

A historical martial arts fantasy. This was and always will be my definition of sword and sorcery, Japanese style.

ZAK'S LIST

My list isn't so much about accuracy as it is about things that got me excited about the idea of adventures in a Japanese / Far Eastern setting—so please take whatever is here with a grain of salt as far as it accurately representing anything other than my taste. Asian-media addicts will probably find my list ridiculously mainstream, but they probably don't need this section, so ok.

~BEAUTY & VIOLENCE: JAPANESE PRINTS

by Yoshitoshi, 1839-1892
by Eric van den Ing

Tsukioka Yoshitoshi is not only my favorite Japanese ukiyo-e artist, but his work specifically was full of things that show up in RPGs all the time: monsters, ghosts, heroes, and folklore, as well as interesting bits of realistic color from Edo-era Japan. This particular monograph (out-of-print but borrowable in online library format last I checked) goes into significant detail about not just the art, but about the social context of Yoshitoshi's place and time and the various myths and violent historical anecdotes he was illustrating. So if you want an easy introduction to the more RPG-able parts of premodern Japan, you could do worse than flip through this book then go "Oh what's that thing?" then read the sidebars.

~THE SAMURAI: A MILITARY HISTORY

by Stephen Turnbull

This book is how I found out that Kyoto has a stone monument filled with sliced-off ears. Turnbull's work was, at least at one time, the standard reference work on the subject. I don't know if there's been a wave of revision since this was first published in 1977 but it is absolutely readable and riveting. He also wrote the only significant book about Japanese military warships that I could find.

~CASTLES OF THE SAMURAI: POWER AND BEAUTY

by Jennifer Mitchell and David Green

Though they are very beautiful, and nightingale floors are a wonderful invention, the art of Japanese military architecture is not, as far as I have been able to determine, as full of baroque surprises as the art of western castle-building. However, when I want to be sure I got things at least kinda right, I turned to this book.

~POINTERS AND CLUES TO THE SUBJECTS OF CHINESE AND JAPANESE ART

by Will H Edmunds

This is a weird book first published in 1934 and now available in all kinds of internet formats. Although it's officially a list of subjects in Chinese and Japanese art, what that really means is "an alphabetical list of every story or thing anyone in China or Japan thought was worth making a picture of"—so it's full of monsters, symbolic animals, exciting historical episodes and many other RPG-able things. "The legend connected with the Moor of Adachi is, that a woman said to have been of high rank, developed cannibalistic instincts on behalf of the lord of the district, who, smitten by some unknown disease, required the blood of children as the only remedy, and that she infested the place to catch and kill children for that purpose"—that's the second entry.

~LONE WOLF & CUB: SWORD OF VENGEANCE, LONE WOLF & CUB: BABY CART AT THE RIVER STYX & SHOGUN ASSASSIN

directed by Kenji Misumi

Confession: I have a hard time getting into samurai manga because they're not in color. Luckily they're always making movies based on classic manga, including the Lone Wolf and Cub series. You have a choice here—you can watch Sword of Vengeance and Baby Cart and see the full-length unfolding of the tale of a falsely-accused ronin on the run with his young son loaning out his sword arm to whoever can afford his protection or you can watch the two movies jammed together into Shogun Assassin, weirdly dubbed with a child's-eye-view voiceover and just focusing on the awesome '70s-exploitation blood-spurting swordfights. Either way you'll be so happy you did—there's four more after that.

~LADY SNOWBLOOD **directed by Toshiya Fujita**

Very much like the Lone Wolf and Cub movies, this is a colorful, inventive, stylish, and slightly silly tale of bloody revenge with awesome sequels based on a manga I didn't read.

~MONKEY KING **by Katsuya Terada**

Now this manga's not only in full color, it's fully-painted. Terada took the ancient story of the adventures of the supernatural Monkey King—the Journey to the West—and did it in the most gorgeous and vulgar way possible, making it into sort of an East Asian Conan story full of action, sex, cynicism, and chaos. While the story itself is Chinese, much of the imagery of the Monkey King battling it out with the forces of deception or enlightenment or both would not be out of place in the Upper Reaches of the Nebulith.

~ELEKTRA LIVES AGAIN
by Frank Miller & Lynn Varley

Another fully-painted graphic novel—this is set in the modern day but the graveyard-in-the-snow sequence is the actual best ninja fight in the history of comic books.

~GOYOKIN **directed by Hideo Gosha**

A guilt-ridden samurai solves a murder mystery and then takes revenge on those responsible. Classier, more realistic, and less-exploitationy than most of the movies listed here, with some appealing moody imagery and cinematography. Also features a pretty good duel in the snow.

~BLOODSPORT **directed by Newt Arnold**

Even after you've seen every Jackie Chan or Jet Li movie, there's still just something about Bloodsport. Perhaps it's the incredibly simple plot: Jean-Claude Van Damme sneaks off to try to win an underground, full-contact, martial arts tournament—and then does. Perhaps it's the RPG-ish alternation of jokey tone and spineshredding violence—the guy who played Ogre in Revenge of the Nerds is the main sidekick and acts exactly like the guy in your game who plays a barbarian. But if I had to guess what the secret sauce is it's probably that every actor had to do their own stunts and the fight photography and choreography feels simultaneously much realer than most mainstream martial-arts movies yet somehow much more fun than just another pay-per-view MMA tournament. It's also a very effective attempt to give every fighter a distinctively different style—apparently this is the movie that inspired Mortal Kombat.

~FONG SAI YUK
directed by Corey Yuen,

~8 DIAGRAM POLE FIGHTER,
directed by Lau Kar-leung, &

~GAME OF DEATH
directed by Bruce Lee & Robert Clouse

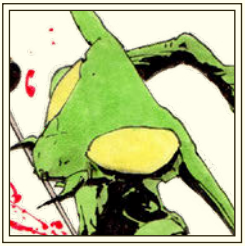
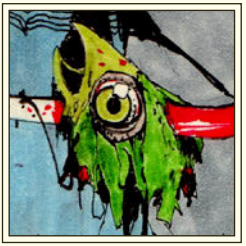
Although these come from China rather than Japan, I'd be remiss in writing an appendix to a game full of martial arts without at least some recommendations for Asian kung fu movies, so here are my favorite Jet Li kung fu movie, my favorite Shaw Brothers kung fu movie, and my favorite Bruce Lee movie, respectively. Game of Death was unfinished when Bruce Lee died so it has fill-in footage but its also the one where he wears the cool yellow motorcycle outfit and fights Kareem Abdul-Jabbar.

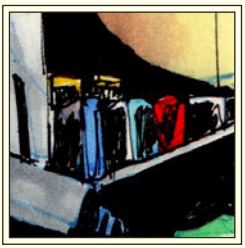
~NINJA SCROLL **directed by Yoshiaki Kawajiri**

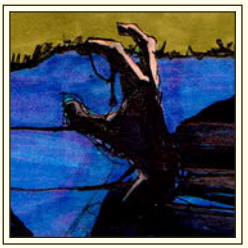
A still-unsurpassed animated action classic by the genius who also did *Wicked City* and *Vampire Hunter D: Bloodlust*. One extremely RPG-able part of the premise is each of the hero's weird foes has a different creepy supernatural power that he has to figure out how to overcome. If you like this, the animated series that came after is not quite as sharp, but worth a look for the inventive enemy designs.

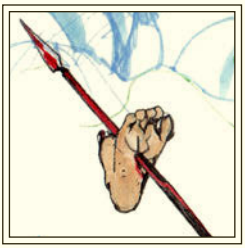
~RAN **directed by Akira Kurosawa**

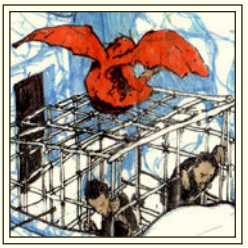
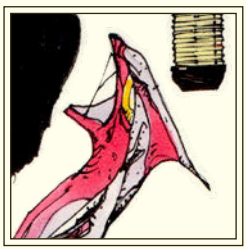
Akira Kurosawa made a lot of samurai movies but this is the best. A King-Lear-like lord splits his kingdom among his sons and a three-way war ensues between the three armies (magnificently clad in red, blue, and yellow respectively) while the rest of the cast—hostages, wives, generals, jesters—do what they can to survive or thrive in the chaos. Men dying by the thousands on broad green plains has never looked as good as it does in this nihilistic classic.

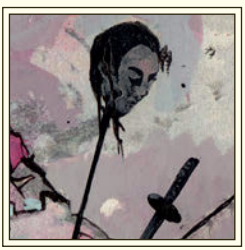
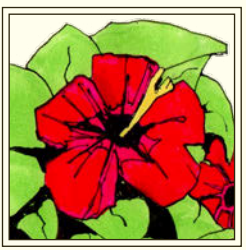







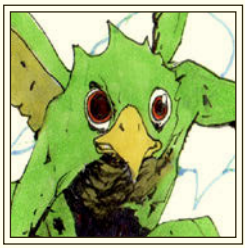


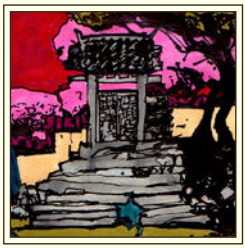



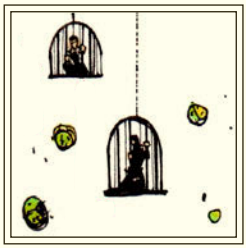



RANDOM TABLES

These tables are strictly optional—they're meant to be used whenever the Referee needs help with some aspect of a building an adventure.







ADVENTURE HOOKS—REASONS TO GO TO AWA NIKKO

1 Rumors that the locals possess the secret of immortality.

2 Being chased by two pirate ships, they are 10 hours behind the PC 's ship but gaining. the Nebulith and island are the only landmarks on the horizon.

3 Collecting the heads of all known medusae; there is a notable one near Awa Nikko.

4 To learn the Way of the Open Hand (karate).

5 Hired by an Indonesian King to locate and return his daughter who is now a member of the White Deer Dojo and hiding out somewhere in the Nebulith with dojo reinforcement and no desire to return. Oh, and he equipped you with three ships of soldiers to see it done or execute you if you fail.

6 Western gods have failed you, why not see what Eastern Gods have to offer?

7 The brothels are rumored to be exquisite and beyond compare.

8 The head of the Kubasaki dragon is worth enough money to retire upon to the right organizations, and an accord with the dragon to fight on behalf of an army is worth much more than that to the right nations.

9 Your missing party member, loved-one, or the daughters of a nearby village were last seen being taken onto a pirate ship bound for Awa Nikko.

10 Your Specialist has heard of the impressive stealth abilities of the ninja which may prove effective in his / her / their normal line of work.

11 A wealthy animal collector will pay handsomely for a Yambaru Kuina / Awa Nikkan Rail to be secured and returned from the island.

12 A special Chinese Emissary, the Imperial Honorable Consort and her attendants recently visited the Awa Nikkan Royal Palace and the Kubasaki dragon. While there, the Consort and her court developed an insatiable addiction to the drug Harmony Gold. They have dispatched a discreet request for an absurd amount of the drug, like a cargo-hold full. This amount would suck The Collar dry of Harmony for months and the only other source is where it grows, deep within the Nebulith. Her 2 ships are anchored in pirate-infested waters 3 days west, awaiting any would-be delivery ship. Deliver it discreetly and be granted an equally absurd reward plus gain a "winking-level" confidant at the highest level of Chinese Imperial Court.

13 Party's ship is taking on water the only land in sight is the towering Nebulith and island about a day and a half away.

14 There is an Awa Nikkan villager that has mastered the techniques of all the dojos as well as high-level battlefield tactics. He has a personal library in the upper Nebulith, and while he will not teach new techniques, for a fee and "rich-level" hot meal from below, he will allow PCs to view his personal scrolls on how best to approach fighting almost any foe(s) on or off of Awa Nikko.

15 The party having never seen the Nebulith or the island had a dream of its exact appearance in excruciating detail. It now sits before them on the horizon and they know the dream won't stop until they explore it.

16 Much of the world is infested with plague and it may be best to ride it out on an isolated island.

17 You've offended both the Chinese Emperor and the Shogun of Japan and this was the nearest place to hide—you have a friend in The Collar.

18 You heard The Collar has really good drugs.

19 You're extremely fond of agu pork.

20 You woke up here after a very long night and can't think of a reason to leave.

REASONS TO GO TO THE NEBULITH

1 Rumors that 若水 Wakamizu *Fountain of Youth* is in the High Lake near the top of the Nebulith.

2 A beloved family member of one of the PCs left home 8 years ago to the Nebulith and never returned.

3 Seeking the rumored magical items of the Lost Civilization

4 An 11th level Wizard will pay the party 5 times the going rate for any and all new creatures, plants or fungi for his ever increasing studies and ingredients of the arcane.

5 Your adventuring days are nearing an end you seek an enlightenment which you have not yet found.

6 Your God demands that you build a temple to your faith in the Nebulith.

7 A loved one desires a piece of Nebulith cloud rock beyond anything else in the world.

8 You seek a rumored Vorpal Katana for reasons of your own.

9 Specialist guilds in the west will pay nearly 10 times the Awa Nikkan price for potent unknown poisons.

10 It is a wonder of the known world; if not now, when else will you ever have a chance to visit it?

11 You've been asked by a warring faction to obtain 50 whistling pigeons from the Nebulith to secure communications between scattered forces; all other delivery systems have failed or been foiled.

12 The party has been informed that one of its members has a previously unknown, illegitimate child that is currently working as a porter to a tengu despot in the Nebulith.

13 The King of Awa-Nikko has secretly dispatched international offers, granting 25,000 坪 tsubo *20 acres* of land, 20,000SP, and Awa Nikkan royal status to anyone(s) that can destroy the Nebulith.

14 The person, group, monster that wronged the party in the past is now in the Nebulith.

15 The Party comes across an official Nebulith claim-deed in the effects of a dead man; an accompanying letter says his particular claim proved to be fruitless, but that he later found an immense and valuable treasure inside and hid it in some barren area of the cloud.

16 Party member secretly wants to climb the heights and literally touch the face of God.

17 They have heard that those that possess the Celestial Lanterns can wield their power as they see fit (though they don't know how they are lit).

18 A wealthy foreign wizard has been cast out of the Nebulith, allegedly by the Mist Woman herself, when he began experimenting with a recent discovery. His extravagant junk is anchored on the outskirts of the Collar City flotilla. He will pay almost anything in his considerable fortune for a party to enter the Nebulith and kill the Mist Woman, so that he may reclaim his discovery and resume "his work."

19 A floating barrel is found containing an animated severed hand (tattooed), a gold Awa Nikkan royal hairpin, and an Oil of Mouths potion (see POTIONS in the Treasure Table). The hand will point in the general direction of the Nebulith. If oil is used on the hand, it will beseech the players to come rescue its owner, a royal lady being held by an Oni as a slave until she is to be burned alive atop the Nebulith.

20 There's supposed to be treasure in there.

ADVENTURE HOOKS—

SHORT NOTICE

These were made using the ASSIGNMENTS table that follows—with a few details filled in to complete each picture. You can use them if you need an adventure hook on short notice.

1 Lord Falling Wave has heard of the party's exploits and calls them to a secret meeting. A skilled physician, renowned for his insight into disease and illness, has been summoned to the Dojo of the White Deer to attend to High Mistress Falling Star. He suspects this man is actually an assassin sent by a rival daimyo to kill the High Mistress and thereby sabotage the dojo and thus the fighting capacity of Awa Nikko as a whole, leaving it open to invasion in the years to come.

However, as the doctor is a respected member of the rival's court, Falling Wave cannot act directly, so he asks the party to discreetly kill the would-be assassin while alerting no-one to the plan—not even the Mistress of the White Deer Dojo.

2 A ninja recently executed a daring raid on the royal palace using strange sorcery, making off with an artifact of great value in the process. The captain of the guard wants to hire the party to travel to the northern tip of Awa Nikko, capture this malefactor, and bring them in for questioning—before the king and queen find out and blame the guards' incompetence.

3 A series of brutal murders, leaving strange marks, has disrupted life in a string of coastal villages. Although a local petty thief has been blamed, before rendering a verdict, the judge in the case has asked the party to track down a second suspect—a mutant boonie dog known as Bent Spine, last seen near Nanzan-ti Castle—so it can be forensically inspected.

4 Serving girl / secret ninja Dead Blossom Takako has a request for the party that she claims is on behalf of a frequent customer at the House of the Pale Moon but which is actually for her clan. The client (read: she and her fellow ninja) are attempting to develop an antidote (read: poison) based on the venom of an especially large giant half-moon spider recently brought into The Collar by a merchant intent on selling it on the mainland. Would the party be so kind as to find it and acquire it for them? They would be well-compensated.

5 A sugarcane farmer's daughter has disappeared—he fears she may have run away and become a student at The Dojo of the White Deer, or something much worse—he beseeches you to locate her.

6 The owner of the Teahouse of the Mountain Spring, whose children were mysteriously slain, has heard that a dealer in rare goods from China—recently seen in the vicinity of the Temple of Torn Blossoms—is in possession of an artifact which will allow anyone who owns it to speak to spirits who know the names of every murderer. The teahouse owner would like the party to find this merchant.

7 A merchant caravan weighed down with hundreds of valuable rare scrolls and books was last seen near the Temple of Torn Blossoms. A philosopher, greedy for wisdom, wishes the party to steal it.

8 The aging patriarch of a great family asks for the recovery of a shipment from China of medicine, necessary to treat his sons' life-threatening conditions. It was hijacked by bandits who have hidden somewhere in the Central Nebulith.

9 Red-Eye Rei, a tattooist in The Collar, has heard tell that her sister's village—near the Eagle's Egg—is being terrorized at night by an especially aggressive giant half-moon spider. The villagers have pooled their money and offer a reward to anyone who slays it.

10 A demonic sentinel heron is threatening pilgrims on the path to the Temple of Torn Blossoms. The noro there have contacted Lady Miyoko for aid and she, in turn, has asked that you travel there, hunt down this creature, and destroy it.

ASSIGNMENTS

Roll D100 for each of the first three columns then follow the instructions in the third:

			WANTS YOU TO HEAD TO / TO A PLACE NEAR...
1	A SUCCESSFUL FRUIT-SELLER	1	THE COLLAR
2	A PIG MERCHANT	2	THE NEBULITH'S LOWER DEPTHS
3	A DRUNK WIZARD	3	THE CENTRAL NEBULITH
4	A NORO	4	THE UPPER REACHES OF THE NEBULITH
5	A KINDLY DISTILLER	5	ZAKIMI CASTLE
6	A BORED HEIRESS	6	IRON CRAG CASTLE
7	A FAT CRIME LORD	7	THE EAGLE'S EGG
8	AN ECDYSIAST	8	THE SCARRED SLOPE
9	A SAMURAI	9	THE CRYPT OF THE DOZEN KINGS
10	AN ANIMAL TAMER	10	THE DRAGON'S CAVE
11	A WINESELLER	11	THE TEMPLE OF SALTED PLUMS
12	A WINE COLLECTOR	12	THE DOJO OF THE WHITE DEER
13	A MASTER CHEF	13	THE VILLAGE OF FOUR BRIDGES
14	A MASTER BAKER	14	THE LOST TOAD TEMPLE
15	A WHALING MAGNATE	15	THE NANZAN-TI DOJO
16	A CAT BREEDER	16	THE CHUZAN-TI DOJO
17	A DOG BREEDER	17	THE HOKUZAN-TI DOJO
18	A PIT-FIGHT MANAGER	18	THE TEMPLE OF TORN BLOSSOMS
19	CHIRU-GWA ~A VAMPIRE	19	THE WHITE JADE TEMPLE
20	A FARMER	20	NANZAN-TI CASTLE
21	A JUGGLER	21	THE HOME OF IZUMI, THE SEASNAKE MEDUSA
22	A WEIRD FAMILY	22	A SMALL ISLAND OFF THE COAST OF AWA NIKKO
23	A TEAHOUSE OWNER	23	THE NORTHERN TIP OF AWA NIKKO
24	AN OPERA PERFORMER	24	THE SOUTHERN TIP OF AWA NIKKO
25	A DYEWORKS OWNER	25	THE COLLAR
26	AN ARMORER	26	THE COLLAR
27	A MUSICIAN	27	THE COLLAR
28	A PIRATE	28	THE COLLAR
29	A PIT-FIGHTER	29	THE NEBULITH'S LOWER DEPTHS
30	A SUGAR-FARMER	30	THE NEBULITH'S LOWER DEPTHS
31	A ZANY ACROBAT	31	THE NEBULITH'S LOWER DEPTHS
32	A PHILOSOPHER	32	THE NEBULITH'S LOWER DEPTHS
33	A LANDSCAPE PAINTER	33	THE CENTRAL NEBULITH
34	A SCULPTOR	34	THE CENTRAL NEBULITH
35	A SHREWD JEWELER	35	THE CENTRAL NEBULITH
36	AN AVUNCULAR GAMBLER	36	THE CENTRAL NEBULITH
37	LADY MIYOKO ~A NORO	37	THE UPPER REACHES OF THE NEBULITH
38	LORD FALLING WAVE	38	THE UPPER REACHES OF THE NEBULITH
39	A BLACKSMITH	39	THE UPPER REACHES OF THE NEBULITH
40	AN ANIMAL RACER	40	THE UPPER REACHES OF THE NEBULITH
41	A YUTA	41	ZAKIMI CASTLE
42	A TEACHER	42	ZAKIMI CASTLE
43	A LOYAL GARDENER	43	ZAKIMI CASTLE
44	THE QUEEN	44	IRON CRAG CASTLE
45	A NOTORIOUS THIEF	45	IRON CRAG CASTLE
46	A FISHERMAN	46	IRON CRAG CASTLE
47	A HAIRDRESSER	47	THE EAGLE'S EGG
48	A BOATBUILDER	48	THE EAGLE'S EGG

&

1	RESCUE *~roll on the* RED *column*
2	RESCUE *~roll on the* RED *column*
3	RESCUE *~roll on the* RED *column*
4	RESCUE *~roll on the* RED *column*
5	RESCUE *~roll on the* RED *column*
6	RESCUE *~roll on the* RED *column*
7	DISCREETLY KILL *~roll on the* RED *column*
8	DISCREETLY KILL *~roll on the* RED *column*
9	DISCREETLY KILL *~roll on the* RED *column*
10	DISCREETLY KILL *~roll on the* RED *column*
11	DISCREETLY KILL *~roll on the* RED *column*
12	DISCREETLY KILL *~roll on the* RED *column*
13	DISCREETLY KILL *~roll on the* RED *column*
14	DISCREETLY KILL *~roll on the* RED *column*
15	CAPTURE / ACQUIRE *~roll D100 on the* NEXT *column*
16	CAPTURE / ACQUIRE *~roll D100 on the* NEXT *column*
17	CAPTURE / ACQUIRE *~roll D100 on the* NEXT *column*
18	CAPTURE / ACQUIRE *~roll D100 on the* NEXT *column*
19	CAPTURE / ACQUIRE *~roll D100 on the* NEXT *column*
20	CAPTURE / ACQUIRE *~roll D100 on the* NEXT *column*
21	CAPTURE / ACQUIRE *~roll D100 on the* NEXT *column*
22	CAPTURE / ACQUIRE *~roll D100 on the* NEXT *column*
23	CAPTURE / ACQUIRE *~roll D100 on the* NEXT *column*
24	CAPTURE / ACQUIRE *~roll D100 on the* NEXT *column*
25	SAFELY BRING BACK *~roll D4 on the* NEXT *column*
26	ACT AS AN ARMED ESCORT FOR *~roll D4 on the* NEXT *column* ALONG THE WAY
27	SAFELY BRING BACK *~roll D4 on the* NEXT *column*
28	ACT AS AN ARMED ESCORT FOR *~roll D6 on the* NEXT *column* ALONG THE WAY
29	SAFELY BRING BACK *~roll D6 on the* NEXT *column*
30	ACT AS AN ARMED ESCORT FOR *~roll D6 on the* NEXT *column* ALONG THE WAY
31	SAFELY BRING BACK *~roll D8 on the* NEXT *column*
32	ACT AS AN ARMED ESCORT FOR *~roll D8 on the* NEXT *column* ALONG THE WAY
33	SAFELY BRING BACK *~roll D8 on the* NEXT *column*
34	ACT AS AN ARMED ESCORT FOR *~roll D10 on the* NEXT *column* ALONG THE WAY
35	SAFELY BRING BACK *~roll D10 on the* NEXT *column*
36	ACT AS AN ARMED ESCORT FOR *~roll D10 on the* NEXT *column* ALONG THE WAY
37	SAFELY BRING BACK *~roll D10 on the* NEXT *column*
38	ACT AS AN ARMED ESCORT FOR *~roll D12 on the* NEXT *column* ALONG THE WAY
39	SAFELY BRING BACK *~roll D12 on the* NEXT *column*
40	FIND A LEGENDARY RUIN IN *~roll on* BLUE *column*
41	FIND RARE WINE / FOOD IN *~roll on* BLUE *column*
42	MAP A RUIN IN *~roll on* BLUE *column*
43	MAP THE WAY TO *~roll on* BLUE *column*
44	LOCATE *~roll D4 on the* NEXT *column*
45	LOCATE *~roll D6 on the* NEXT *column*
46	LOCATE *~roll D8 on the* NEXT *column*
47	LOCATE *~roll D8 on the* NEXT *column*
48	LOCATE *~roll D10 on the* NEXT *column*

1	A MERCHANT CARAVAN
2	A VITAL SHIPMENT
3	A UNIQUE GEM
4	A TREASURE HOARD
5	A PRISONER
6	AN UNUSUAL BOOK
7	A DEALER IN RARE GOODS
8	A MAGIC ITEM
9	A CHILD
10	AN EXOTIC PET
11	A RARE OR MUTANT HORSE
12	A GIANT MOTH *or* BUTTERFLY
13	A VIOLET PAILESNAIL
14	A THIRTY-EYED PEACOCK
15	A MUTANT BOONIE DOG
16	A SPECTRUM SPIDER
17	A GIANT HALF-MOON SPIDER
18	A MIST PHANTOM
19	A PTERODACTYL
20	A GIANT BAT
21	A GIANT CATERPILLAR
22	A CAVE WYVERN
23	A BLUE ONI
24	A RED ONI
25	A FIREFLY WOMAN
26	A HELLBENDER
27	THE HIDDEN KING
28	ONE OF THE LOST HUMANOIDS
29	A MANTIS PERSON
30	A SWALLOWING DEMON
31	A MEGALOID
32	AN UNDERMUTANT
33	A CLOUD SLITHER
34	A GIANT LADYBUG
35	A CLOUD DEAD
36	A TENGU
37	AN AWOKEN
38	A CERULEAN MONK
39	THE MIST WOMAN
40	A GIANT EEL
41	A PROFESSIONAL RIVAL
42	A REEF PICKER
43	A GIANT OCTOPUS
44	A GIANT SEASNAKE
45	A RIVAL'S FAMILY
46	A RIVAL'S FAMILY
47	A RIVAL'S SPOUSE
48	A SUMMONED SPIRIT *~roll randomly on SUMMON SPIRIT* table*

**described on p. 204*

		WANTS YOU TO HEAD TO / TO A PLACE NEAR...
49	AN ART CRITIC	THE EAGLE'S EGG
50	A LONELY POET	THE SCARRED SLOPE
51	A FRIENDLY DRUG DEALER	THE SCARRED SLOPE
52	AN HISTORIAN	THE SCARRED SLOPE
53	A ONE-EYED NOVELIST	THE CRYPT OF THE DOZEN KINGS
54	A TAVERN ATTENDANT	THE CRYPT OF THE DOZEN KINGS
55	A TAVERN OWNER	THE CRYPT OF THE DOZEN KINGS
56	A BANDIT	THE DRAGON'S CAVE
57	AN EXORCIST	THE DRAGON'S CAVE
58	A FASHION DESIGNER	THE DRAGON'S CAVE
59	AN INTERIOR DECORATOR	THE TEMPLE OF SALTED PLUMS
60	A TUMBLING CLOWN	THE TEMPLE OF SALTED PLUMS
61	A TATTOOIST	THE TEMPLE OF SALTED PLUMS
62	A HUNTER	THE DOJO OF THE WHITE DEER
63	AN AGING PATRIARCH	THE DOJO OF THE WHITE DEER
64	A REVERED ORACLE	THE DOJO OF THE WHITE DEER
65	A CIRCUS STRONGMAN	THE VILLAGE OF FOUR BRIDGES
66	A PIPEWEED GROWER	THE VILLAGE OF FOUR BRIDGES
67	A PYROTECHNICIAN	THE VILLAGE OF FOUR BRIDGES
68	THE KING	THE LOST TOAD TEMPLE
69	A KIJIMUNA FAMILY	THE LOST TOAD TEMPLE
70	A NOBLEWOMAN	THE LOST TOAD TEMPLE
71	A DWARVEN EX-PAT	THE NANZAN-TI DOJO
72	A SAGE	THE NANZAN-TI DOJO
73	A DISTURBING CULTIST	THE NANZAN-TI DOJO
74	A POET	THE CHUZAN-TI DOJO
75	A LAZY JUDGE	THE CHUZAN-TI DOJO
76	A CRAFTSMAN	THE CHUZAN-TI DOJO
77	A NINJA	THE HOKUZAN-TI DOJO
78	A SAILOR	THE HOKUZAN-TI DOJO
79	A SKILLED DOCTOR	THE HOKUZAN-TI DOJO
80	A MONK	THE TEMPLE OF TORN BLOSSOMS
81	A DAIMYO'S INSPECTOR	THE TEMPLE OF TORN BLOSSOMS
82	A DAIMYO	THE TEMPLE OF TORN BLOSSOMS
83	A BROTHELKEEPER	THE WHITE JADE TEMPLE
84	A TAX COLLECTOR	THE WHITE JADE TEMPLE
85	A GUARD CAPTAIN	THE WHITE JADE TEMPLE
86	AN IMPORTANT MERCHANT	NANZAN-TI CASTLE
87	A MARTIAL-ARTIST	NANZAN-TI CASTLE
88	A CARTOGRAPHER	NANZAN-TI CASTLE
89	GRINNING TIGER *~a poet in The Collar*	THE HOME OF IZUMI, THE SEASNAKE MEDUSA
90	AREKUSU THE BOONIE *~a knife-seller in The Collar*	THE HOME OF IZUMI, THE SEASNAKE MEDUSA
91	STEEL TEETH *~a pit fighter in The Collar*	THE HOME OF IZUMI, THE SEASNAKE MEDUSA
92	SEVENTH SON *~a gambler in The Collar*	A SMALL ISLAND OFF THE COAST OF AWA NIKKO
93	SOUR PEAR *~a tavern-owner in The Collar*	A SMALL ISLAND OFF THE COAST OF AWA NIKKO
94	BOX TURTLE MASAYUKI *~a sage in The Collar*	A SMALL ISLAND OFF THE COAST OF AWA NIKKO
95	DEAD BLOSSOM TAKOKO *~a ninja in The Collar*	THE NORTHERN TIP OF AWA NIKKO
96	BROKEN STONE *~a mercenary in The Collar*	THE NORTHERN TIP OF AWA NIKKO
97	RED-EYE REI *~a tattooist in The Collar*	THE NORTHERN TIP OF AWA NIKKO
98	CRANE'S DAUGHTER *~a yuta in The Collar*	THE SOUTHERN TIP OF AWA NIKKO
99	FAT SPIDER *~a charm-seller in The Collar*	THE SOUTHERN TIP OF AWA NIKKO
00	RARE PEARL RYOKO *~a fungi-seller in The Collar*	THE SOUTHERN TIP OF AWA NIKKO

49 LOCATE *~roll D10 on the* NEXT *column*
50 LOCATE *~roll D12 on the* NEXT *column*
51 LOCATE *~roll D12 on the* NEXT *column*
52 LOCATE *~roll D20 on the* NEXT *column*
53 LOCATE *~roll D100 on the* NEXT *column*
54 ACQUIRE *~roll D4 on the* NEXT *column*
55 STEAL *~roll D4 on the* NEXT *column*
56 ACQUIRE *~roll D6 on the* NEXT *column*
57 ACQUIRE *~roll D6 on the* NEXT *column*
58 STEAL *~roll D6 on the* NEXT *column*
59 ACQUIRE *~roll D8 on the* NEXT *column*
60 STEAL / KIDNAP *~roll D8 on the* NEXT *column*
61 ACQUIRE*~roll D8 on the* NEXT *column*
62 ACQUIRE *~roll D10 on the* NEXT *column*
63 STEAL / KIDNAP *~roll D10 on the* NEXT *column*
64 ACQUIRE *~roll D10 on the* NEXT *column*
65 STEAL / KIDNAP *~roll D12 on the* NEXT *column*
66 ACQUIRE *~roll D20 on the* NEXT *column*
67 STEAL / KIDNAP *~roll D20 on the* NEXT *column*
68 ACQUIRE *~roll D100 on the* NEXT *column*
69 DESTROY *~roll D4 on the* NEXT *column*
70 DESTROY *~roll D4 on the* NEXT *column*
71 DESTROY *~roll D6 on the* NEXT *column*
72 DESTROY *~roll D6 on the* NEXT *column*
73 DESTROY *~roll D8 on the* NEXT *column*
74 DESTROY *~roll D8 on the* NEXT *column*
75 DESTROY *~roll D8 on the* NEXT *column*
76 DESTROY *~roll D8 on the* NEXT *column*
77 DESTROY *~roll D8 on the* NEXT *column*
78 DESTROY *~roll D8 on the* NEXT *column*
79 DESTROY *~roll D100 on the* NEXT *column*
80 DESTROY *~roll D100 on the* NEXT *column*
81 DESTROY *~roll D100 on the* NEXT *column*
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91 DESTROY *~roll D100 on the* NEXT *column*
92 DESTROY *~roll D100 on the* NEXT *column*
93 DESTROY *~roll D100 on the* NEXT *column*
94 KIDNAP *~roll on the* RED *column*
95 KIDNAP *~roll on the* RED *column*
96 SEDUCE *~roll on the* RED *column*
97 SEDUCE *~roll on the* RED *column*
98 FRAME *~roll on* RED FOR A HIGH CRIME
99 FRAME *~roll on* RED FOR A HIGH CRIME
00 FRAME *~roll on* RED FOR A HIGH CRIME

49 A RIVAL'S CHILD
50 A RIVAL'S PET
51 A GIANT FROG
52 A GIANT GECKO
53 A RARE SEA CREATURE
54 A GIANT MILIPEDE
55 A GIANT SWORD-TAILED NEWT
56 AN AWA NIKKO RAIL
57 A CULT LEADER *~bent on Summoning some unknown horror*
58 A PRIEST OF A FOREIGN GOD
59 A WANTED MURDERER *~roll on* RED *for their profession*
60 AN EX-LOVER *~roll ~~~~~~~~~~>*
61 A POWERFUL LORD
62 A POWERFUL LADY
63 A SENTINEL HERON
64 A GIANT COCONUT CRAB
65 A BAND OF...TENGU
66 ...HELLBENDERS
67 ...LOST HUMANOIDS
68 ...SEA PIRATES
69 ...RIVER PIRATES
70 ...MANTIS PEOPLE
71 ...MEGALOIDS
72 ...BANDITS
73 ...KIJIMUNA PIRATES
74 ...MAD CULTISTS
75 ...BRIGANDS *~on a trade route*
76 ...BRIGANDS *~who've made off with a major shipment*
77 ...BRIGANDS *~with a rare item*
78 ...TENGU BRIGANDS *~riding giant ladybugs*
79 ...RONIN
80 ...NINJAS *~using strange sorcery*
81 ...CHAOS-WORSHIPPING CLOUDSCRAPERS
82 ...RED ONI
83 ...BLUE ONI
84 ...LOCAL TOUGHS
85 ...MONKS
86 ...PALACE GUARDS
87 ...NINJAS
88 ...YUTA
89 ...NORO
90 ...DRUG DEALERS
91 ...SMUGGLERS
92 ...CREEPY KIJIMUNA
93 ...SOLDIERS
94 ...FOREIGN ADVENTURERS
95 ...CLOUDSCRAPERS
96 ...TENGU *~led by a wizard*
97 ...BLUE ONI *~hidden among men*
98 ...FIREFLY WOMEN
99 ...PIRATE SAMURAI *~raiding shipping*
00 ...HORSE THIEVES

1-3 Awa Nikkan
4-5 Japanese
6 Chinese
7 Other

BEAST OF NOTE AVAILABLE AT THE MARKET TODAY

1 LUCKY CHICKEN 5SP
~This chicken is lucky, the party reroll a 1 once per day when its around.
Survives danger like it has 12 hit points.

2 RIDING GOAT 20SP
~Trained by tengu, dyed with purple spots. Does an extra +1 damage on a gore or a bite (otherwise as wardog) but if you run into any tengu and they make a check they might get it to respond to their commands.

3 ESCAPE GOAT 200SP
~If a goat should slay an oni, it gains regeneration abilities.
This is one such individual—it regenerates at D4HP per round.

4 SEXY HAWK 60SP.
~My you look good with that hawk on your shoulder. +2 Charisma when attempting seduction.

5 ONE-EYED HAWK 20SP.
~First it's a bargain second it's secretly mega-obedient, like collie obedient.
-2 Wisdom / Perception checks

6 MARBLING HORSE 400SP
~Or at least that's what the idiots here call it. It's actually half-zebra (thus: a zorse or zebroid)
~tawny with thin black stripes. ~as warhorse, just more interesting

7 SQUEALING MULE 10SP
~Shrieks bloody fucking murder whenever anyone comes near it with drawn steel. Probably useful if adventurers park it outside a camp or dungeon—complete pain for anyone else. Cheap.

8 ADOLESCENT LEOPARD 450SP
~Not in any sense trained. At all. Eats 3 days rations per day. *with cage* 475SP
HD 4 HP 24 Speed 120' Armor 14 Morale 10 Attack: +4 D8HP bite.

9 MESSENGER PIGEON 10SP
~Pretty good at its job.

10 ROOT PIG 20SP
~Finds edible roots! Never go hungry! Ok, kind of: truffles are low on nutritional value but make rations tastier. Assume a week's rations lasts twice as long per root found.
~Also finds unusual fungi in the Nebulith.

11 RIDING BOAR 20SP
~Trained by tengu, fur spiked with lard. Does an extra +1 damage on a bite (otherwise as wardog) but if you run into any tengu and they make a check they might get it to respond to their commands.

12 PARANOID SONGBIRD 10SP
~Sings pretty much only when unfamiliar creatures are nearby.
~Unlike the squealing mule, the intruder is unlikely to realize the bird is acting as an alarm.

13 CANARY 1SP
~great for detecting poison gas.

14 ODDSPOTTED NEWT 400SP
~this rare, tiny, small, fragile, brightly-colored species survives by immediately crawling into the darkest narrowest place it can find. Good for finding hidden seams in the architecture.

15 ONE-EARED LEOPARD-CAT 10SP
~merchant selling it just thinks it's a mousing cat left by sailors. Which it is. However, it also has literally nine lives. Well, eight. It used one getting here.

16 FROG PRINCE 8SP
~Appears to be simply a fascinating, indigo-patterned frog, medium-sized. Unbeknownst to the merchant it is frog royalty—other frogs, toads, giant or small demon or mortal and batrachians of all kinds will defer to it and pay it homage.

17 THRUSTING PHEASANT 10SP
~Trained to peck and chase anything smaller than itself. Does no damage but irritating enough to allow anyone else attacking the same target to roll twice and pick the highest one time per encounter. Allegedly bred for fairy-catching.

18 BLUE-SIDED VIPER 300SP
~1HP, save or take 2D20. Not trained or trainable. Handle with care.

19 AMUSING BUNNY 5SP
~overweight and dalmatian-spotted, it loves to gambol, hop and romp. Anyone possessed of such a bunny will be at advantage to Charisma checks of the sort where a basically decent person tries to determine if you yourself are a decent person.

20 LITERAL SKILLMONKEY 125SP
~likely a variety of capuchin, it has either pick locks (1-3) or pick pockets (4-6) at 4 in 6
Dexterity 17.

BODY SEARCH TABLE

These are random, mundane items that cloudscrapers, bandits, and randomly encountered rogues in places like The Collar might carry.

An average enemy will be carrying D4 of these things, if you roll the same thing twice; roll on the Treasure Table.

1 KEY TO A RANDOM LOCAL DOOR
~there's a 1-in-6 chance its the key to any given door, once you figure out which, that's it.
2 D100SP
3 KNIFE
4 NET
5 D6 DAYS RATIONS
6 50' OF ROPE, GRAPPLING HOOK
7 LANTERN
8 D10 VIALS OF LAMP OIL
9 SMALL MIRROR
10 BAG OF RICE POWDER
11 BAG OF MARBLES
12 CALTROPS
13 BOX OF CHALKS
14 D6 BOTTLES OF AWAMORI
15 SMOKING TOBACCO
16 TEN FEET OF CHAIN
17 CLAW SHOES
~D4 on a kick, advantage to climb checks.
~They have a hinged platform you can fold over to walk on floors.
18 D6 SHURIKEN
19 CROWBAR
20 PICK AXE

BOOKS, SCROLLS & TEXTS—

WHAT LANGUAGE ARE THEY IN?

1-39 JAPANESE
40-68 AWA NIKKAN
69-72 ONE OF THE CHINESE LANGUAGES
73-75 LOST HUMANOID
76-77 YOKAIGO
78-83 ANOTHER ASIAN HUMAN LANGUAGE
84-88 AN ANCIENT FORM OF ONE OF THE LANGUAGES ABOVE
89-93 A WESTERN *~i.e. non-Asian or Pacific Island* HUMAN LANGUAGE
94-97 ANOTHER NON-HUMAN TERRESTRIAL LANGUAGE
98-00 AN UNKNOWN LANGUAGE

NOTE Kijimuna does not have a written form—though some scholars have written down Kijimuna songs and stories.

BRAWL KNOCKBACK TABLE—

FOR BAR / TAVERN FIGHTS

When a blow connects in physical combat in a tavern either unarmed or with an improvised weapon, attacker or defender may trade any damage from a single attack for a roll on the knockback table D10.

1 TABLE
~Roll a 15 modified by Dexterity or fall over.
2 PILLOW *~as 1 above.*
3 PATRON
~look up and smile
~Roll a 15 modified by Dexterity or fall over or get attacked by patron, too.
4 SHELF WITH SOMETHING ORNAMENTAL BUT HEAVY ON IT
~take D4-1.
5 SERVING GIRL HOLDING TRAY FULL OF DRINKS
~take D4-2.
6 THROUGH A SCREEN
~you are now in the kitchen.
~Any attack here causes D4 damage from falling bottles.
7 SLEEPING BOONIE DOG.
~Reflex / DEX check or trip over, plus roll a 15 modified by Charisma or it attacks.
8 EXTERIOR WINDOW / SCREEN
~take D4-1 from the glass plus roll a 15 modified by Dexterity or fall through it.
9 SMACK INTO A LANTERN
~take 1HP plus on a 1-2 on a D4 you're on fire.
10 STAIRS *or* SLIPPERY MAT
~take D4-2 plus roll a 15 modified by Dexterity or fall down stairs / down on rug.

COLLAR—

CAROUSING IN THE COLLAR

Special thanks to Jeff Rients for his original carousing table, from which this table's derived.

In Awa Nikko, player characters may trade silver pieces for experience points at a rate of 1-to-1 by carousing—that is, drinking, partying, gambling, and generally spending money irresponsibly.

THE RULES

~Carousing is announced at the end of a session and only works for PCs able to get to The Collar at that time.

~Regardless of who put up the money, the XP gained is split between all the party members.

~The drunken night of carousing is not all roleplayed out normally, it is handled using the following table. However: the consequences of carousing may be roleplayed out in the next session if the Referee decides it's important.

~The exchange may be be made up to a maximum of 100XP / SP times the number of party members per session. So a party of 4 adventurers may convert and spend up to 400SP.

~For each 100SP spent, one party member must carouse excessively and roll on the table below. The party members may decide amongst themselves who rolls:

1. YOU HAVE BEHAVED LIKE A DRUNKEN LOUT ALL THROUGH THE NIGHT.
   ~Gain no XP and roll at least a 15 (on D20, modified by Charisma) or make an enemy of a random NPC.
2. RANDOM TAVERN BRAWL
   ~Whole party faces number of brawlers = # of PCs.
   ~Either resolve as normal combat but overcarousing PC is at -2 for being drunk -or- skip playing out the brawl and just deduct D100% of each PC's hit points.
3. YOU'VE OFFENDED A LOCAL CRIMELORD.
   ~and he's decided to keep you in a cage for D4 days to teach you a lesson.
4. WAKE UP NEXT TO...
   1. BLUE ONI DISGUISED AS SOMEONE HOT
   2. CORPSE
   3. APPARENTLY NORMAL ATTRACTIVE MEMBER OF ORIENTATION-APPROPRIATE GENDER
   4. RANDOMLY DETERMINED OTHER PC
      ~neither remembers anything
   5. THEY'RE UGLY. YOU'RE MARRIED.
   6. (ROLL AGAIN ON THIS TABLE.) YOU'RE MARRIED.
   7. FIREFLY WOMAN WHO LOVES YOU
   8. MONK *or* NORO UPSET ABOUT BREAKING VOWS
   9. MOST IMPORTANT NPC YET MET IN GAME
   10. YOUR EXACT DOUBLE
   11. ROLL NPC ON Assignments TABLE *~p. 224*
   12. A KIJIMUNA

   ~Whether either character has their clothes on is up to the player.
5. GAMBLING LOSSES. *~Gain 0XP.*
6. SOMETHING WEIRD HAPPENED.
   ~lose a random magic item but wake up with a different one.
7. YOU'VE INSULTED SOMEONE OF RANK:
   1. OFFICIAL *in the service of* LORD FALLING WAVE
   2. OFFICIAL *in the service of* THE ROYAL FAMILY
   3. *A high-ranking* MASTER *of* THE CHUZAN-TI DOJO
   4. *A high-ranking* MASTER *of* THE HOKUZAN-TI DOJO
   5. *A high-ranking* MASTER *of* THE NANZAN-TI DOJO
   6. *A high-ranking* MASTER *of* THE WHITE DEER DOJO
   7. OFFICIAL *in the service of* A MAINLAND DAIMYO.
   8. A NORO *in the service of* LADY MIYOKO
   9. A YUTA
      ~who has put a Yuta's Curse* *on you*
   10. A COLLAR CRIMELORD
8. YOU CAUGHT SOMETHING.
   ~It lasts until the next adventure, which you start with minus 10% of your HP.
9. NEW TATTOO
   1. PC CHOOSES
   2. REFEREE CHOOSES
   3. PLAYER TO YOUR LEFT CHOOSES
   4. PLAYER TO YOUR RIGHT CHOOSES
   5. PLAYER 2 TO THE RIGHT CHOOSES
   6. PLAYER 2 TO THE LEFT CHOOSES

**described on p. 68*

10 TWO BANDITS SET UPON PC WHILE S/HE IS ALONE.
~Resolve as normal combat but PC is at -2 to everything for being drunk.

11 YOU WAKE UP WITH ONLY YOUR ARMOR
~and, on a successful Saving throw vs Poison, your most prized possession.

12 THAT BET PAID OFF
~You now own a tavern, fighting pit, or gambling house. Pick which.

13 TARGET OF YOUR ADVANCES TURNS OUT TO BE A HIGH-LEVEL YUTA.
~Saving throw versus magic or you're literally a pig.

14 YOU KNOW WHAT? YOU'RE COOL—I LIKE YOU!!! YOU'VE BEEN INITIATED INTO:

- 1 A CLAN OF NINJA SPIES *in the service of* LORD FALLING WAVE
- 2 A CLAN OF NINJA SPIES *in the service of* THE ROYAL FAMILY
- 3 THE CHUZAN-TI DOJO *~no fee!*
- 4 THE HOKUZAN-TI DOJO *~no fee!*
- 5 THE NANZAN-TI DOJO *~no fee!*
- 6 THE WHITE DEER DOJO *~no fee!*
- 7 A CLAN OF NINJA SPIES *in the service of* THE MAINLAND DAIMYO
- 8 A PIRATE CREW
- 9 A KIJIMUNA'S TREE CLAN
- 10 A COLLAR CRIMELORD'S YAKUZA CLAN

15 YOU WAKE UP WITH A TREASURE MAP LEADING INTO THE NEBULITH.
~There is a treasure there—it's unclear what's guarding it.

16 YOU WAKE UP STARK NAKED IN A LOCAL TEMPLE.
~The noro are displeased.

17 YOU WAKE UP ON THE DECK OF A PIRATE SHIP
~moored at the edge of the Collar flotilla.

18 THERE MUST'VE BEEN SOMETHING IN THAT DRINK. YOU'RE SMITTEN WITH:

- 1 BLUE ONI DISGUISED AS SOMEONE HOT
- 2 CORPSE
- 3 APPARENTLY NORMAL ATTRACTIVE MEMBER OF ORIENTATION-APPROPRIATE GENDER
- 4 RANDOMLY DETERMINED OTHER PC *~neither remembers anything*
- 5 THEY'RE UGLY. YOU'RE MARRIED.
- 6 (ROLL AGAIN ON THIS TABLE.) YOU'RE MARRIED.
- 7 FIREFLY WOMAN WHO LOVES YOU
- 8 MONK *or* NORO UPSET ABOUT BREAKING VOWS
- 9 MOST IMPORTANT NPC YET MET IN GAME
- 10 YOUR EXACT DOUBLE
- 11 ROLL NPC ON Assignments TABLE *~p. 224*
- 12 A KIJIMUNA

19 YOU'VE WOKEN UP CURSED. YOU NOW HAVE TO DO SOMETHING WEIRD EVERY MORNING.

- 1 PC CHOOSES
- 2 REFEREE CHOOSES
- 3 PLAYER TO YOUR LEFT CHOOSES
- 4 PLAYER TO YOUR RIGHT CHOOSES
- 5 PLAYER 2 TO THE RIGHT CHOOSES
- 6 PLAYER 2 TO THE LEFT CHOOSES

20 YOU'VE STARTED A FIRE.
~Roll at least a 15 on a D20, modified by Charisma or else everyone's mad at you.
~Either way a number of structures equal to 20 minus your Wisdom score are gone now.

COLLAR—

OBSTACLES WHILE BEING CHASED THROUGH THE COLLAR

1 Drunk who didn't pay a debt being thrown through a screen and into your path.

2 Small bamboo cages full of game birds spilling from an overturned cart.

3 Your path leads across a section of the flotilla and three men fishing from a raft.

4 2D4 Children in oni masks waving pointed bamboo sticks saying they'll stab you unless you hand over money and sweets.

5 An unusually small boonie dog has started fighting an unusually large agu pig in the middle of the street and a crowd has gathered, placing bets.

6 A holy man from China is attempting to convert the wicked to the path of righteousness, and has attracted a small crowd of the gullible rubes, those hoping to rob him, those hoping to rob the gullible rubes, and those hoping to rob the robbers.

7 The path is across a roof and that roof is now caving in. Inside: Cabbages brought from an unknown location, now rotting.

8 Adventurers smoking sister leaf (see Drugs in the Treasure Table) and knocking together some rattlebone scaffolding for a new dwelling straight across the path.

9 A wizened woman attempting to sell a telescope and the dismembered remains of a red tengu to a distracted sailor.

10 Woman with an exceptionally handsome and talentless son willing to sell him in exchange for a ship.

11 Urchins playing an inexplicable game involving diagrams drawn in the dirt and one-legged jumping.

12 Western monk drunk on homemade wine attempting to explain something about pea-pod breeding to sober eastern monk practicing pole-fighting on a dummy made from stuffed sacks.

13 Fifteen-foot-wide canal thwarts your path. On the far side: a beautiful cock.

14 A firecracker-puppet show put on by Hoshi the Hanabi-shi, with puppet-limbs actuated by small explosions.

15 An old man has fallen face-down, scattering several gold teeth which the locals are scrambling to locate and abscond with.

16 A cloudscraper is claiming the wakizashi he found in the Nebulith is magical and, to prove it, is swinging it at vegetables thrown by skeptical onlookers. He asks 500SP.

17 An alchemist had a variety of labeled tinctures, poisons and base ingredients, but then it rained and the ink began running, rendering the dozen clear vials' labels difficult to decipher. He is staring at them in consternation.

18 A barbary macaque at the top of the stairs you must ascend rolling small barrels down at a mustachioed dwarf.

19 A noble woman in fine dress, with a sophisticated and rigid aspect being escorted through the chaos by four hired swords, in search of a famed assassin.

20 Bamboo bridge. In the middle—someone on nine drugs asking for a tenth.

RANDOM COLLAR STRUCTURE

~Function

1 BROTHEL *~of shockingly uneven quality*
2 GAMBLING HOUSE *~rank of smoke and low revelry*
3 GROTESQUE FIGHTING PIT *~reeking of sweat*
4 HYGIENICALLY DUBIOUS INN
5-6 VOLATILE *and* DIMLY-LIT TAVERN
7 MERCHANT STALL *~festooned with brightly-dyed banners*
8 UNEXPECTED STOREHOUSE
9 TEA HOUSE *~catering to unsavory characters*
10 THREADBARE BUT PILLOWY DRUG DEN
11-20 ARCHITECTURALLY ERRATIC PRIVATE RESIDENCE

~Form

1 RETROFITTED BOAT
2 SHABBY RAFT
3 RICKETY STILT HOUSE
4 LOW, LONG *and* MADE OF RECLAIMED MATERIALS
5 BUILT INTO A BRIDGE
6 NO MORE THAN A TENT
7 MADE OF STURDY WOOD, IF UNORTHODOX
8 SEVERAL STORIES UP
9 IN AN ANCIENT STONE STRUCTURE
10 IN A TUNNEL
11 JUST OFF A CANAL
12 FREESTANDING PAVILION

COLLAR CITY COLLOQUIALISMS

1 AHO *Idiot*
2 AKISAMIYO! *OMG! DAMN!*
3 BAKA *Stupid*
4 CHIKUSHO *DAMN IT!*
5 DAMARE *SHUT UP!*
6 DOJI *Clumsy idiot*
7 DOKE *GET OUT OF MY WAY! MOVE!*
8 FUZAKERU NA! *DON'T MESS WITH ME!*
9 UZAI *(Something that's a pain in the ass or annoying.)*
10 KOSHINUKE *COWARD!*
11 KUSO *or* KUSU *SHIT!*
12 KUTABARE *FUCK YOU! JUST DIE! GO TO HELL! ...all rolled into one*

DOGS AVAILABLE TODAY TABLE

The market will generally have D4+1 different wardogs available, drawn from the list below for 200SP each. Roll D100.

NOTE In addition to indicating whether you got dog 1-100, the two digits shown on the dice, added together, will be the dog's hit points. i.e. Dog 73 has 10 hit points, Dog 03 has 3 hit points. The "0" is treated as a 0 for purposes of calculating hit points, not a ten, except in the case of dog 00, which has 20 hit points.

This table assumes that, except for hit points and where otherwise noted, dogs have boonie dog stats.

01 SMALL BUT VICIOUS DOG *~2 attacks for D6 each. Can be thrown up to 15 feet. Won't mind so long as it lands on something warm, soft, and breathing.*

02 CUTPURSE PUP *~Is trained to steal small objects, chew through pack straps, etc. Can steal small objects from a foe's hand on a successful hit roll.*

03 MUTANT GHOST-HUNTING BOONIE DOG *~D6 damage. Sees invisible.*

04 MUTANT BLIND BOONIE DOG *~D6 damage. -2 to hit. Trained to distract prey.*

05-07 TENGU-HUNTING BOONIE *~D6 damage. Infravision to 10'. Surprised only on a 1.*

08 HAS A SORT OF HALF-FORMED SIAMESE TWIN HANGING OFF IT *~Extra attack for 1HP damage. ~Move: 100'.*

09 MEDICAL RESPONSE DOG *~Can be trained to bring any one specific item to a PC if s/he falls to the ground.*

10 VOMITING DOG *~D6 damage. Vomits at sight of hostiles. Vomit will act as oil slick for D2 foes. Vomit will attract other dogs and rodents.*

11 BUSKING DOG *~Can do flips, balance items on its nose, etc.*

12 EXTREMELY WELL TRAINED *~will obey any order it can understand and never checks morale.*

13 SENSITIVE SCENTHOUND *~Can smell pheromones and can, in effect, sense hostile intent in humans and halflings—2 in 6 chance.*

14 FAST *~+1 inititative if the dog attacks this round.*

15 EX-MAJO ANIMAL *~Barks when magic is present.*

16 WITCH-HUNTING DOG *~Can identify majo animals, changelings, and possessed or otherwise "unnatural" but seemingly ordinary animals.*

17 THIEVES' DOG *~Never barks.*

18 MUTANT BOONIE *~extra eye. Useless.*

19 WARPUG *~Who knew?*

20 PART FEY DOG *~Understands kijmuna perfectly.*

21 HUNTING DOG *~Improves bushcraft rolls it can participate in by +1. ~-2 to hit.*

22 HALF PRICE!

23-24 WESTERN GAZEHOUND *~borzoi, whippet, etc. ~Runs 20% faster than an ordinary wardog. ~Move: 150'*

25 BRED FOR AGILITY *~can snatch arrows and similar-sized missiles out of the air on a to-hit roll superior to the attacker's roll. PC may declare dog's intent as soon as the foe has fired so long as the dog has not acted that turn.*

26 VORNHEIM HEXENHUND FROM THE WEST *~+2 to owner's save vs magic.*

27-28 AACHEN WEASELER *~AC 16 ~High DEX*

29 WOLFHOUND *~+2 to hit vs same-size foe.*

30 HUNTING DOG *~Improves bushcraft rolls it can participate in by +1. -2 to hit.*

31-32 PACK BOONIE *~+1 to hit and damage per other dog that attacks with this one. Maximum +5.*

33 OVERGROWN RACCOON DOG *~Climbs trees at 1/2 normal speed.*

34 HUNTING POODLE *~Swims 25% faster than an ordinary dog.*

35 BRED FOR AGILITY *~can snatch arrows and similar-sized missiles out of the air on a to-hit roll superior to the attacker's roll. PC may declare dog's intent as soon as the foe has fired so long as the dog has not acted that turn.*

36-37 HUGE MUTANT BOONIE DOG *~+3 to hit*

38 DALMATIAN

39 HOOK-CLAWED MUTANT BOONIE *~Critical hit removes foe's eye.*

40 HUNTING DOG *~Improves bushcraft rolls it can participate in by +1. -2 to hit.*

41 PREGNANT BOONIE *~Move is: 120' but in a month you'll have D6 puppies ~from as many fathers, so roll on this chart for each dog*

42 GIANT SHI-HTZU *~Adds +1 to Charisma rolls with NPCs.*

43 TONGUELESS *~Stealth 3 in 6.*

44 DALMATIAN

45 MUTANT CLIMBING BOONIE *~Climbs at 40' / round. Damage 1D6.*

46 THIS APPEARS TO BE-, *and* WILL ACT AS-, AN ORDINARY WARDOG *~but is secretly a polymorphed Chinese princess hiding from her uncle, the emperor.*

47 UTTERLY UNREMARKABLE.

48-49 RITTERHUND *~Mounted riders must make a roll to avoid being thrown after a ritterhund successfully attacks their mount.*

50 HUNTING POODLE *~Swims 25% faster than an ordinary dog.*

51 CROSSBRED WITH A TENGU SUICIDE DOG *~Physically unable let go of prey after a successful attack, automatically inflicting 2HP of damage per round after the first bite until pried off.*

52 BRINDLECOATED LINKLURCHER *~Will carry a lit torch in its teeth.*

53 WHITE-EYED THISTLECROBE *~Can sense kijimuna and spirits at 100'.*

54 MUTANT CLIMBING BOONIE *~Climbs at 40' per round. Damage 1D6.*

56 ENTIRELY ORDINARY.

57 TRAINED BY NUNS LIKE A ST. BERNARD *~Will drag unconscious PCs out of harm's way.*

58 EAST VOIVODJAN BLOODHOUND *~Can sense undead at 100'. Enjoys gnawing on raw garlic.*

59 PART-LIVESTOCK DOG *~trained to howl madly and seek out its masters if horses are disturbed.*

60-62 VANDAL TERRIER
~Successful hit on a humanoid results in a trip attack doing 1D4 and leaving the foe prone.

63-65 CIRCASSIAN HOGHUNTER
~Can attack to disarm with a bite to the hand. On a successful to hit roll, the foe takes D4 damage and must save to remain armed.

66-67 CARPATHIAN GREASE-EATING DOG
~Coat resists flame for 2 rounds.

68 KNOWS HOW TO SLIDE SCREEN DOORS

69 RARE SHIH-TZU-BOONIE HALFBREED
~Imparts wisdom on full moons if treated properly.

70-72 TRUFFLE HOUND *~25% chance of finding rare mushrooms in suitable terrain.*

73-75 GROTSVORTT TERRIER *~+2 to hit a wounded target if the dog is in striking distance of the wound.*

76-78 EGG-SUCKING HOUND *~Can smell eggs within 100'.*

79 HAIRLESS XOLOITZCUINTLI
~The guy you're buying it from doesn't know it, but this dog's worth 800SP to the right buyer.

80-82 THORVELDEAN WEEVIL-WATCHING DOG
~Hormone in saliva confuses insects and their relatives, causing them to attack at -2.

83-84 TRAINED BY BANDITS TO RETRIEVE GOLD *and* PRECIOUS GEMS.

85-86 MUTANT BOONIE *~Massive coat. Will drag and defend up to 90 lbs of equipment / treasure.*

87 BLUENOSED PITBULL
~Rolling a 20 plus at least 6 damage means the target's hand or forelimb has been bit clean off.

88-89 INDIAN WOLF-BOONIE HYBRID
~2D4+2 damage. Attacks strangers on sight.

90 PUMPKIN-EARED BRISTLEBACK *~+4 vs snakes.*

91 FUNNY-LOOKING.

92-93 FINNED MUTANT BOONIE
~Ritually shaved and tattooed by island barbarous pirates. Can leap 10' and swim at 100' / round.
~Attacks at only -1 while swimming.

94 THAT, MY FRIEND, IS NOT A DOG. MAYBE IT'S A HYENA, *or* A THYLACINE.
~Anyway: move 100' double night vision, +2D4+1HP damage.

95-96 TRAINED KIJIMUNA RIDING DOG *~2D4+3 damage. Moves at full speed even with a rider.*

97 WAIT, THAT'S NOT A DOG.
~You're right, it's a warpig. Damage 2D6, Move: 100' slower than a dog. Want it?

98-99 TENGU-HUNTING MASTIFF-BOONIE HYBRID
~Detect and track tengu, invisible to infravision, Price: 3x normal.

00 HUGE, ANGRY, *and* POORLY TRAINED BOONIE
~Takes 1 round to unmuzzle & "point" dog toward foe. 2D4+4 damage. 20 hit points.

DUELING INJURIES

1 EYE *~-2 to anything involving seeing*

2 LEFT ARM *or* "OFF" ARM *~-1 to most tasks*

3 RIGHT ARM *or* FAVORED ARM *~-2 to most tasks*

4 RIGHT LEG *~move at 50%, -1 to hit*

5 LEFT LEG *~move at 50%, -1 to hit*

6 WEAPON *or* OTHER WORN ITEM *~attacker's choice* IS DESTROYED

DRUGS *~see Treasure Table p. 282*

ENCOUNTERS—

CIVILIAN *~along the coast and in the jungle*

1-2 HUNTER(S) *~looking for game ~D6*
3 HUNTERS *~looking for a lost child, stolen horses, etc. ~D10+1*

4-5 MERCHANTS *~selling jewelry ~D10 +D6 guards*
6-7 SICHUAN CIRCUS *~including strongmen, jugglers and Bian Lian face-changers ~5+2D 10*
8-9 TRAVELLING THEATRE COMPANY *~D20*
10-11 CRIMINALS *~running from justice ~D6*

12 ESCAPEES *~fleeing imprisonment by tengu ~D6*
13-15 ESCAPEES *~just avoided being attacked by local carnivores. ~D6*
16 ESCAPEES *~just avoided being sacrificed by nearby evil monks.*

17-18 TRAVELERS *~moving to a new home in the mountains ~D4*
19 CRAFTSMEN *~moving to take up a special position with an important patron ~D4*
20-24 FISHING VILLAGERS *~heading to the sea ~D4*
25-26 VILLAGERS *~looking for a lost friend.*
27 CHINESE MERCHANTS *or* DIPLOMATS *~probably lost*
28-29 VILLAGERS *~visiting friends / relatives in the mountains ~D4*

30-31 MERCHANT *~selling spices*
32-34 MERCHANT *~selling awamori rice and sugar cane distilled alcohol, ale, habu snake sake, and juices.*
35-36 DAIMYO'S INSPECTOR *~heading to nearby area of concern.*
37-38 TEA MERCHANT
39-40 MERCHANT *~selling armor*
41-42 DAIMYO'S INSPECTOR *~heading back from nearby operation with D4 Fighter guards.*
43-44 DAIMYO'S INSPECTOR *~heading to nearby area of concern. Retinue of 1+D4 1st level Fighters.*
45 MERCHANT *~selling hats*
46-48 MERCHANT *~selling a wide variety of goods*

49-50 MUSICIAN *~headed to the nearest tavern. ~will sing a song about you for 50SP*
51 WESTERN MERCHANTS *or* DIPLOMATS *~probably lost ~D8*
52-53 SCHOLAR(S) *~on the way to the nearest center of learning ~D4*
54 NATURALIST(S) *~studying local wildlife ~D4*
55-59 TAX COLLECTOR *~on their route with D4 wardogs (as boonie dog).*

60-63 KIJIMUMA HUNTERS *~looking for game ~D4*
64-65 KIJIMUNA *~looking for a lost child, stolen item, etc. ~D10+1*

66-67 STUDENTS FROM THE NEAREST OF THE 4 MAJOR DOJOS *~training 1+D4*
68-70 NOBLES *~on horseback hunting deer for sport ~D20*
71-72 MERCHANT *~selling scrolls*
73 NOBLE ESCAPEES *~from interfamily kidnapping ~D4*
74 VILLAGER *~looking for a lost pet*

75-78 YUTA *~collecting ingredients*
79-81 YUTA *~performing obscure ritual errand (like dropping a blue leaf into a lagoon).*

82-83 POET *~seeking isolation and inspiration.*
84-85 MERCHANT *~selling various sweets and cookies ~D20*
86 ESCAPEES *~from horrible pirates who kidnapped them for ransom ~D4*
87-89 TATTOOIST *~moving their business to / from The Collar.*
90-91 TRAVELLERS *~high on so many drugs (D6), hallucinating.*
92-94 MERCHANTS *~from elsewhere in the Ryukyu islands selling a variety of goods.*
95-97 JAPANESE MAINLAND MERCHANTS *~probably lost ~accompanied by D4-1 Fighters.*
98-99 JAPANESE MAINLAND DIPLOMATS *~probably lost ~accompanied by D4 Samurai.*
00 WORSHIPPERS *~heading to the nearest temple ~D12*

COAST

For coastal encounters, roll D6 every hour while the party is moving and twice if they camp for the night—

1 ROLL BELOW
2-3 ROLL CIVILIAN ENCOUNTER
4-6 NONE

Any of these sea creatures encountered in normal circumstance will be hunting unless otherwise noted. If the party's on the coast and meets a large water creature, assume it's reaching up or leaping to attack.

1-6 GIANT EEL
6-11 GIANT FROG
12-15 *In water:* 2D4 SEASNAKES *On land:* YUTA *~looking for ingredients*

16-21 GIANT COCONUT CRAB
22-26 GIANT MOTH
27-28 A SPIRIT HAUNTS THIS AREA *~roll one on the* SUMMON SPIRIT* *table or use one of the existing spirits on the SOME SPIRITS ON AWA NIKKO table.*

29-31 GIANT OCTOPUS
32-36 REEF PICKER
37 PIRATE SHIP *~frigate-equivalent ship with full crew*
38 PIRATE SHIP *~corvette-equivalent ship with full crew*
39 PIRATE SHIP *~in trouble due to hitting a reef, dealing with a monster, or interdiction from samurai*

40-44 GIANT SEASNAKE
45-49 *In water:* SEABASTION *On land:* SAGE *~examining local wildlife*
~These encounters can be in a boat or not depending on circumstances
50-53 *In water:* D4 SEASNAKES *On land:* LONE CIVILIAN

WANDERING PIRATES LEVEL D6:

54 2 FIGHTERS, D4-1 THIEVES, 1 YUTA
55 2 FIGHTERS, D4-1 THIEVES, 1 WIZARD
56 2 FIGHTERS, D4-1 THIEVES, 1 CLERIC

57 3 FIGHTERS, D4-1 THIEVES, 1 YUTA
58 3 FIGHTERS, D4-1 THIEVES, 1 WIZARD
59 3 FIGHTERS, D4-1 THIEVES, 1 CLERIC

60 4 FIGHTERS, D4-1 THIEVES, 1 YUTA
61 4 FIGHTERS, D4-1 THIEVES, 1 WIZARD
62 4 FIGHTERS, D4-1 THIEVES, 1 CLERIC

63-66 D12 LOCAL VILLAGERS *~doing normal stuff ~1/4 are belligerent local toughs*
67-68 D6 SAMURAI *~hunting for pirates*
69 WIZARD *~being inscrutable in a boat*
70-74 GIANT TURTLE

75 SENTINEL HERON
76 TWO SENTINEL HERONS
77 THREE SENTINEL HERONS
78 FOUR SENTINEL HERONS
79 FIVE SENTINEL HERONS
80 SIX SENTINEL HERONS

81-85 *In water:* GARGANTUAN NINJA LANTERNSHARK *On land:* YUTA *~traveling to a sacred site*
86-91 *In water:* GOBLIN SHARK *On land:* WIZARD *~being inscrutable*
92-96 *In water:* SPOTTED STINGRAY *On land:* SMUGGLERS *~bringing in goods*

97 TWO KIJIMUNA *~diving for pearls*
98 THREE KIJIMUNA *~diving for pearls*
99 FOUR KIJIMUNA *~diving for pearls*

00 IZUMI THE SEASNAKE MEDUSA

*described on p. 204

ENCOUNTERS—

COLLAR

For Collar encounters, roll D6 every hour—

1-2 ROLL BELOW
3-6 NONE

Encounters in The Collar aren't just everyone you might meet. It's a city overrun with people—they're encounters that are difficult to avoid.

1-10 NUMBER OF BANDITS LYING IN AMBUSH SHOWN ON DICE
11 THREE BANDITS *~pretending to be drunks stumbling home*
12 THREE BANDITS *~actually drunk and stumbling home*
13 FOUR BANDITS *~Yelling stop! Two pretending to be victims of the other two*

14 STRAY ANGRY, HUNGRY BOONIE DOG *~2 in 6 chance of being a mutant*
15 TWO STRAY, HUNGRY BOONIE DOGS *~each have a 2 in 6 chance of being a mutant*
16 THREE STRAY, HUNGRY BOONIE DOGS *~each have a 2 in 6 chance of being a mutant*

17-19 SOMEONE *~wants to hire the party for a cloudscraping expedition to find a rare fungus*
20-21 A SAGE *~wants the party to accompany them into the cloud, acting as bodyguards*
22-25 SOMEONE *~wants to hire the party for a cloudscraping expedition to find a rare artifact*
26 SOMEONE *~wants to hire the party to rescue a lost friend from the cloud*
27-36 SOMEONE *~wants to hire one or more party members for the fighting pits*
37-39 BANDITS *~attacking someone, the victim will be grateful if you help*

A NOTABLE NPC HAS A PROPOSITION FOR THE PARTY: *~see pages 136-143*

40 RED EYE REI
41 BROKEN STONE
42 FAT SPIDER
43 SOUR PEAR
44 SEVENTH SON
45 BOX TURTLE MASAYUKI
46 RARE PEARL RYOKO
47 CRANE'S DAUGHTER
48 STEEL TEETH
49 AREKUSU THE BOONIE
50 GRINNING TIGER
51 DEAD BLOSSOM TAKAKO

52 A KIJIMUNA HUNTER *~is looking for a friend lost in the Cloud*
53 A KIJIMUNA HUNTER *~is looking for a friend lost in The Collar*

GREEDY RIVAL CLOUDSCRAPERS LEVEL D6:

54 2 FIGHTERS, D4-1 THIEVES, 1 YUTA
55 2 FIGHTERS, D4-1 THIEVES, 1 WIZARD
56 2 FIGHTERS, D4-1 THIEVES, 1 CLERIC

57 3 FIGHTERS, D4-1 THIEVES, 1 YUTA
58 3 FIGHTERS, D4-1 THIEVES, 1 WIZARD
59 3 FIGHTERS, D4-1 THIEVES, 1 CLERIC

60 4 FIGHTERS, D4-1 THIEVES, 1 YUTA
61 4 FIGHTERS, D4-1 THIEVES, 1 WIZARD
62 4 FIGHTERS, D4-1 THIEVES, 1 CLERIC

63 A LOCAL TOUGH *~drunk and belligerent*
64 TWO LOCAL TOUGHS *~want to challenge your karate*
65 THREE LOCAL TOUGHS *~pushing around anyone who comes past*

66 MONK *~looking for a fellow monk lost in The Collar*
67 MONK *~looking for a fellow monk lost in the Cloud*
68 MONK *~looking for something stolen from their temple*

69 NINJA SPY *~disguised as a flirtatious local*
70 TWO NINJA SPIES *~disguised as merchants seeking rare fungi*

71 THREE DRUNKEN PIRATES *~looking for a fight*
72 FOUR PIRATES *~seeking to kidnap PCs and press them into service on their ship*
73 PIRATE
74 PIRATE CAPTAIN *~looking for help with a mission on the coast*

75 YUTA *~offering to sell fortunes or charms at exorbitant prices*
76 YUTA *~asking for help finding an important substance in the cloud*
77 YUTA *~asking for help reaching an specially sacred subformation in the cloud*

78 POET *or* PAINTER *~would like to be escorted to an especially scenic spot in the cloud*

79 SAMURAI *~looking for bandit or horse thief*
80 THREE SAMURAI *~looking for alleged murderer*
81 SIX SAMURAI *~looking for notorious pirate*
82 TEN SAMURAI *~looking for notorious pirate*

83 SAGE *~with a rumor of an unusual phenomenon in the cloud*
84 SAGE *~drunk and wanting to explain his idea to someone*
85 SAGE *~seeking someone to accompany him into the jungle on a scholarly expedition*

86 RONIN *~drinking and looking for a fight*
87 THREE RONIN *~conspiring to overthrow Lord Falling Wave*
88 FOUR RONIN *~conspiring to overthrow Lord Falling Wave*
89 RONIN *and* SAMURAI *~about to fight a duel*

90 TWO BANDITS *~with four trained boonie dogs ~trying to chase and rob PCs*
91 THREE BANDITS *~with three trained boonie dogs ~trying to chase and rob PCs*
92 LITTLE GIRL *~Level 2 Specialist ~pretending to be lost, working with 2 bandits*

93 THREE TENGU *~playing dangerous practical jokes*
94 FOUR TENGU *~eager to kidnap and enslave*
95 TWO TENGU *~disguised as one man in a long robe*

96 WIZARD *~seeking to kidnap a sacrifice victim*
97 WIZARD *~seeking a rare substance available only in the jungle*
98 WIZARD *~seeking a rare substance from the seacoast*
99 WIZARD *~seeking to slay a rival wizard in The Collar*
00 WIZARD *~seeking to slay a rival wizard in the Cloud*

ENCOUNTERS—

JUNGLE

For jungle encounters, roll D6 every hour and twice if they camp for the night—

1-2 ROLL BELOW
3-6 NONE

Most jungle animals will be (roll D6)

1-4 HUNTING
5 EATING SOMETHING
6 SLEEPING

1-6 NUMBER OF BANDITS LYING IN AMBUSH SHOWN ON DICE

7 THREE GIANT CATERPILLARS
8 FOUR GIANT CATERPILLARS
9 FIVE GIANT CATERPILLARS

10-11 A SPIRIT HAUNTS THIS AREA *~roll one on the* SUMMON SPIRIT* *table or use one of the existing spirits on the SOME SPIRITS ON AWA NIKKO table.*

12-13 D12 LOCAL VILLAGERS, *~doing normal stuff, 1/4 are belligerent local toughs though*
14-15 2D4 KIJIMUNA *~hunting*

16-17 GIANT COCONUT CRAB
18-19 PTERODACTYL

20 THREE BOONIE DOGS
21 FOUR BOONIE DOGS
22 MUTANT BOONIE DOG
23 TWO MUTANT BOONIE DOGS
24 THREE MUTANT BOONIE DOGS

25-27 GIANT FROG
28 TWO GIANT FROGS

29 AWA NIKKO RAIL
30-31 GIANT TURTLE
32 D10+10 TRAVELING SAMURAI *~mounted*
33 SAGE *~examining wildlife*
34-36 GIANT GECKO

37 GIANT BAT
38 TWO GIANT BATS
39 THREE GIANT BATS
40 FOUR GIANT BATS

41-43 HABU SNAKE
44 NEST OF D20 HABU SNAKES

45 D4 SENTINEL HERONS
46 SPIDER SWARM

47 PRIEST *~with escort of D4 local toughs*
48 D4 SUSPICIOUS SAMURAI
49 D4 SUSPICIOUS KARATE MASTERS

*described on p. 204

50 YOU'RE HUNGRY *~time for a meal*

51 LEOPARD CAT *~hunting*
52-53 LEOPARD CAT *~spying for a yuta nearby*

GREEDY RIVAL ADVENTURERS LEVEL D6:
54 2 FIGHTERS, D4-1 SPECIALISTS, 1 YUTA
55 2 FIGHTERS, D4-1 SPECIALISTS, 1 WIZARD
56 2 FIGHTERS, D4-1 SPECIALISTS, 1 CLERIC

57 3 FIGHTERS, D4-1 SPECIALISTS, 1 YUTA
58 3 FIGHTERS, D4-1 SPECIALISTS, 1 WIZARD
59 3 FIGHTERS, D4-1 SPECIALISTS, 1 CLERIC

60 4 FIGHTERS, D4-1 SPECIALISTS, 1 YUTA
61 4 FIGHTERS, D4-1 SPECIALISTS, 1 WIZARD
62 4 FIGHTERS, D4-1 SPECIALISTS, 1 CLERIC

63 THREE GIANT MILLIPEDES
64 FOUR GIANT MILLIPEDES
65 FIVE GIANT MILLIPEDES
66 SIX GIANT MILLIPEDES

67-69 D6 TRAVELING MONKS
70 IT'S HOT *~drink some water*
71 D6 TRAVELING NINJA SPIES *~trying not to be seen*
~re-roll 5's, they never travel in groups of 5

72-73 GIANT MOTH
74-76 GIANT SWORD-TAILED NEWT
77 NINJA SPY *~trying not to be noticed*
78-80 D20 GOBLIN OWLS
81 2D6 PIRATES

82 BLUE ONI *~disguised as a humble traveler*

84 TWO THIRTY-EYED PEACOCKS
85 THIRTY-EYED PEACOCK

86-88 GIANT HALF-MOON SPIDER

89 FOUR TENGU *~on giant ladybugs*
90 FIVE TENGU *~one on giant ladybug*
91 THREE TENGU *~one on giant ladybug*

92-93 GIANT TURTLE

95 YUTA *~collecting ingredients*
96 YUTA *~meditating*
97 D4 YUTA *~consulting the spirits*
98 D4 TRAVELING YUTA

99 WIZARD *~mounted*
00 WIZARD

ENCOUNTERS—

CENTRAL NEBULITH *~Inside / Outside*

For Central Nebulith encounters, roll D6 every ten minutes or whenever the party is noisy—

1-2 ROLL BELOW
3-6 NONE

1	*inside:* CAVE WYVERN	*outside:* PTERODACTYL *~eating someone*
2	*inside:* CAVE WYVERN	*outside:* PTERODACTYL *~asleep in its lair*
3-6	*inside:* CAVE WYVERN	*outside:* PTERODACTYL *~hunting*

7 FIREFLY WOMAN *~lost, trying to get home to the lower cloud*
8 THREE MARBLED SWARM DEAD *~party has disturbed their tomb*
9 FOUR MARBLED SWARM DEAD *~party has disturbed their tomb*
10 FIVE MARBLED SWARM DEAD *~party has disturbed their tomb*
11 SIX MARBLED SWARM DEAD *~party has disturbed their tomb*
12 SEVEN MARBLED SWARM DEAD *~party has disturbed their tomb*
13-14 D4+2 MARBLED SWARM DEAD *~slain adventurers returning to life*

CLOUDSCRAPERS LEVEL D6:
15 2 FIGHTERS, D4-1 THIEVES, 1 YUTA
16 2 FIGHTERS, D4-1 THIEVES, 1 WIZARD
17 2 FIGHTERS, D4-1 THIEVES, 1 CLERIC

18 3 FIGHTERS, D4-1 THIEVES, 1 YUTA
19 3 FIGHTERS, D4-1 THIEVES, 1 WIZARD
20 3 FIGHTERS, D4-1 THIEVES, 1 CLERIC

21 4 FIGHTERS, D4-1 THIEVES, 1 YUTA
22 4 FIGHTERS, D4-1 THIEVES, 1 WIZARD
23 4 FIGHTERS, D4-1 THIEVES, 1 CLERIC

24-28 MIST PHANTOM *~doing god knows what*
29 FOUR BOONIE DOGS *~hungry and angry*
30 FIVE BOONIE DOGS *~hungry and angry*
31 SIX BOONIE DOGS *~hungry and angry*
32 D4 MUTANT BOONIE DOGS *~hungry and angry*

33 THREE HUNGRY CLOUD SLITHERS
34 FOUR HUNGRY CLOUD SLITHERS
35 FIVE HUNGRY CLOUD SLITHERS
36 SIX HUNGRY CLOUD SLITHERS

37 GIANT BAT *~hunting*
38 TWO GIANT BATS *~hunting*
39 THREE GIANT BATS *~eating something*
40 FOUR GIANT BATS *~very lightly asleep, hanging from the ceiling*
41 FIVE GIANT BATS *~very lightly asleep, hanging from the ceiling*
42 SIX GIANT BATS *~very lightly asleep, hanging from the ceiling*

43 WIZARD HAS TAKEN UP RESIDENCE IN THE CLOUD
~with D6 cloudscrapers and D4-2 Charmed *creatures*
~roll on this table
44 GIANT LADYBUG *~just wandering around*
45 GIANT HALF-MOON SPIDER *~in web, eating giant ladybug*
46 GIANT HALF-MOON SPIDER *~with web, waiting for prey*
47 SPIDER SWARM *~on the walls*

48-50 SPIDER SWARM *~hidden in fungi*
51 SPIDER SWARM *~devouring a corpse*
52-53 A SPIRIT HAUNTS THIS AREA *~roll one on the* SUMMON SPIRIT* *tables or use one of the existing spirits on the SOME SPIRITS ON AWA NIKKO table.*
54-61 VIOLET PALESNAIL *~hunting*
62 BLUE ONI *~disguised as lone survivor of a cloudscraper*
63 BLUE ONI *~traveling between Upper and Lower Cloud*
64 RED ONI *~traveling between Upper and Lower Cloud*

65 FOUR MANTIS PEOPLE *~hunting*
66 FIVE MANTIS PEOPLE *~hunting*
67 SIX MANTIS PEOPLE *~hunting*

68	*Day:* THREE MANTIS PEOPLE	*Night:* MEGALOID *~hunting*
69	*Day:* ESCAPED PRISONER	*Night:* TWO MEGALOIDS *~hunting*
70	*Day:* CONFRONTATION *~roll twice*	*Night:* THREE MEGALOIDS *~hunting*
71	*Day:* LONE BOONIE DOG	*Night:* FOUR MEGALOIDS *~hunting*
72	*Day:* MIST PHANTOM	*Night:* FIVE MEGALOIDS *~hunting*
73	*Day:* MUTANT BOONIE DOG	*Night:* SIX MEGALOIDS *~hunting*
74	*Day:* THREE MANTIS PEOPLE	*Night:* TWO HELLBENDERS *~hunting*
75	*Day:* MONK *~trying to reach upper cloud*	*Night:* THREE HELLBENDERS *~hunting*
76	*Day:* SAGE *~studying cloud*	*Night:* FOUR HELLBENDERS *~hunting*
77	*Day:* 3 CLOUDSCRAPERS *~setting trap*	*Night:* FIVE HELLBENDERS *~hunting*

78 ESCAPED PRISONER
79 CONFRONTATION *~roll twice on this table*
80 ROLL ON Nebulith Obstacles & Oddities TABLE *~p. 256*
81 TORCH *or* LANTERN GOES OUT
82 YOU'RE HUNGRY *~eat rations*
83 YOU'RE THIRSTY *~drink water*
84 MIST PHANTOM *~caught in trap*
85 CLOUDSCRAPER *~caught in trap*

86 TENGU *~riding giant ladybug*
87 TWO TENGU *~on giant ladybugs*
88 THREE TENGU *~two on a giant ladybug*
89 TENGU *~scouting the area*
90 TWO TENGU *~hunting*
91 THREE TENGU *~hunting*
92 FOUR TENGU *~hunting*
93 FIVE TENGU *~hunting*
94 FOUR TENGU *~eating prisoner*
95 FIVE TENGU *~eating prisoner*
96 THREE TENGU *~making noise for no reason*
97 FOUR TENGU *~torturing a prisoner*
98 FOUR TENGU *~setting a trap*
99 FOUR TENGU *~waiting in ambush around a trap*
00 FIVE TENGU *~taking slaves to the lower cloud*

**described on p. 204*

ENCOUNTERS—

THE LOWER DEPTHS

For Lower Nebulith encounters, roll D6 every ten minutes or whenever the party is noisy—

1-2 ROLL BELOW
3-6 NONE

1-4 NUMBER OF LOST HUMANOIDS SHOWN ON DICE
5-8 NUMBER OF GIANT MILLIPEDES SHOWN ON DICE
9 ESCAPED HUMAN SLAVE
10 BLUE ONI *~disguised as escaped human slave*
11 CONFRONTATION *~roll twice on this table*
12 GETTING HUNGRY *~eat some rations*
13 GETTING THIRSTY *~drink some water*
14 TORCH *or* LANTERN GOES OUT

CLOUDSCRAPERS LEVEL D6+2:
15 2 FIGHTERS, D4-1 THIEVES, 1 YUTA
16 2 FIGHTERS, D4-1 THIEVES, 1 WIZARD
17 2 FIGHTERS, D4-1 THIEVES, 1 CLERIC

18 3 FIGHTERS, D4-1 THIEVES, 1 YUTA
19 3 FIGHTERS, D4-1 THIEVES, 1 WIZARD
20 3 FIGHTERS, D4-1 THIEVES, 1 CLERIC

21 D4+2 MARBLED SWARM DEAD *~party has disturbed their tomb*
22 D4+2 MARBLED SWARM DEAD *~dead slaves who despise the living*
23 D4+2 MARBLED SWARM DEAD *~slain adventurers returning to life*

24-33 D4 FIREFLY WOMEN *~looking for food while trying not to be eaten*

34 D6 MANTIS PEOPLE *~fighting a party of tengu*
35 D6 MANTIS PEOPLE *~worshiping the insect gods*
36 D6 MANTIS PEOPLE *~putting heads on spikes*
37 D6 MANTIS PEOPLE *~chasing a party of cloudscrapers*
38 D6 MANTIS PEOPLE *~eating a firefly woman*
39-43 D6 MANTIS PEOPLE *~hunting*

44 D4 HELLBENDERS *~chasing megaloids*
45 D4 HELLBENDERS *~looking for an artifact*
46 D4 HELLBENDERS *~eating people*
47 D4 HELLBENDERS *~delivering souls to the Upper Cloud*
48 D4 HELLBENDERS *~with human slaves*
49 D4 HELLBENDERS *~heading to war with megaloids*
50 D4+1 HELLBENDERS *~on patrol*

51 D6 MEGALOIDS *~chasing hellbenders*
52 D6 MEGALOIDS *~looking for an artifact*
53 D6 MEGALOIDS *~eating people*
54 D6 MEGALOIDS *~digging a new tunnel*
55 D6 MEGALOIDS *~delivering souls to the Upper Cloud*
56 D6 MEGALOIDS *~with human slaves*
57 D6 MEGALOIDS *~heading to war with hellbenders*
58 D4+1 MEGALOIDS *~on patrol*

59 BLUE ONI *~purchasing souls from hellbenders*
60 RED ONI *~purchasing souls from megaloids*

61 SPECTRUM SPIDER *~outside megaloid lair*
62 SPECTRUM SPIDER *~outside hellbender lair*
63 SPECTRUM SPIDER *~outside firefly woman colony*
64-68 SPECTRUM SPIDER *~waiting to catch something in its web*

69-70 SPIDER-SWARM *~devouring a corpse, hidden in fungi, or just on the walls*

71 SWALLOWING DEMON *~taking prisoner to someone to sell*
72-80 SWALLOWING DEMON *~looking for prey*

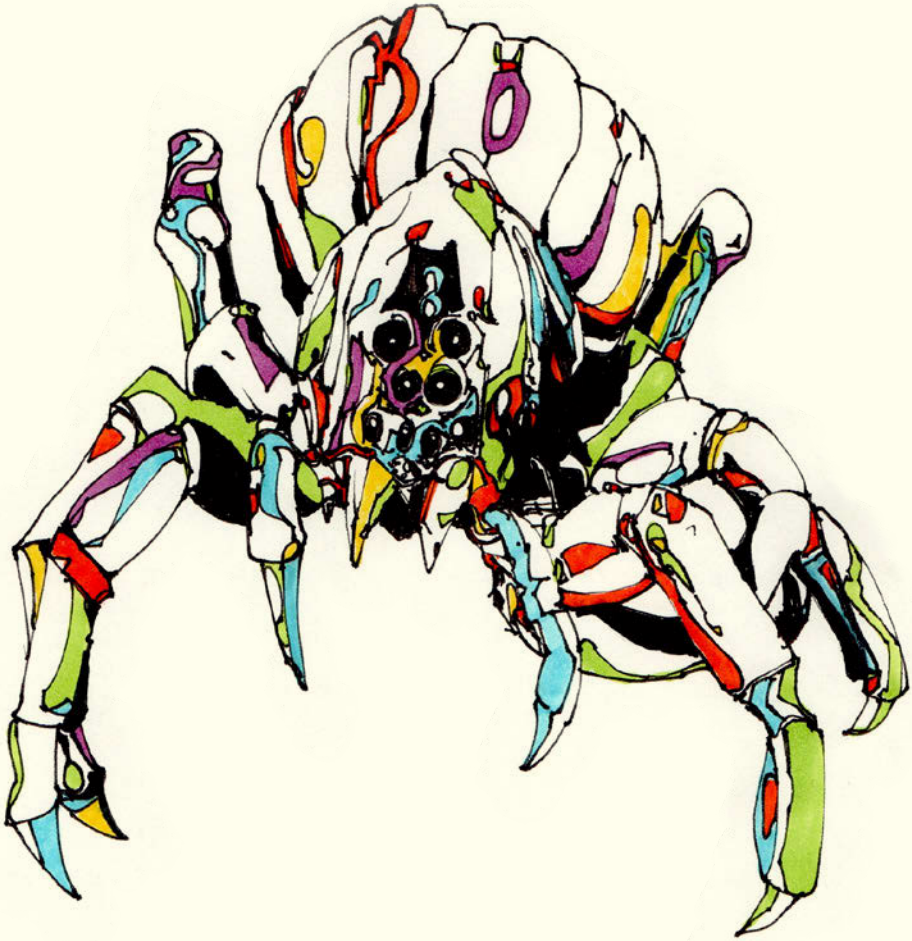
81-82 UNDERMUTANT *~in the middle of eating someone*
83-90 UNDERMUTANT *~just weird and hungry*

91 D4 TENGU *~running from a swallowing demon*
92-93 D4+1 TENGU *~collecting weird fungi*
94-95 2D4 TENGU *~delivering human slaves to hellbenders*
96-97 2D4 TENGU *~delivering human slaves to megaloids*

98 CAVE WYVERN *~its nested unusually deep in the cloud*

99 D4+1 MEGALOIDS *~with a captured cave wyvern ~On patrol, heading to war with hellbenders, etc.*

00 THE HIDDEN KING *~with 2D4 megaloids, D8 giant millipedes, and D4 mantis people. ~Surveying his kingdom*



UPPER REACH

There are no random encounters in the upper cloud—everything there happens for a reason.

FUNGI—

RANDOM MAGIC EFFECTS

Duration (Referee roll secretly):

1-5 # OF ROUNDS SHOWN ON DICE
6 EACH ROUND UNTIL A SAVE IS MADE
8 TEN MINUTES
9 ONE HOUR
10 24 HOURS
11 ONE WEEK
12 PERMANENT

Effect:

1 EYE SWELLS TO TRIPLE NORMAL SIZE
2 ONE NOSTRIL CLOSES
3 SEE INVISIBLE THINGS BUT NOT VISIBLE ONES
4 BREATHE WATER BUT NOT AIR
5 MUST HAVE MORE OF THIS FUNGI *or* SUFFER WITHDRAWAL SYMPTOMS
6 LOSE AN EYE
7 BLIND
8 DEAF
9 MUTE
10 NO SENSE OF SMELL
11 NO SENSE OF TOUCH *or* PAIN
12 ANIMALS AVOID YOU
13 ONE LEG BUCKLES *and* WILL NOT WORK
14 AS RANDOM DRUG
~see DRUGS
15 HALLUCINATIONS
~as Standard Drug
~see DRUGS
16 MUST EAT
~for 5 minutes before doing anything
17 MUST DRINK
~for 5 rounds before doing anything
18 MUST DRINK ALCOHOL
~now and every ten minutes hereafter before doing anything
19 SEE TRIPLE VISION
~as if everyone has Mirror Image *spell*
20 INSECTS FOLLOW *and* BITE YOU

NOTE *Remove Curse* should fix most of these effects.

HEX CONTENTS—

COAST *or* JUNGLE

Roll D6 times per hex

Only some contents will be obvious when merely passing through—these are landmarks.

1 TOWN
2-3 CASTLE *or* FORTRESS RUIN
4-7 VILLAGE
8-12 TAVERN
13-16 TEA HOUSE
17-20 TEA HOUSE *~with Hidden Tavern*
21-24 INN
25-27 BATH HOUSE
28-31 SHRINE TO A LOCAL SPIRIT
32-34 LAIR OF A DANGEROUS CREATURE
~roll on appropriate ENCOUNTERS table, re-rolling results that don't make sense
35-37 BANYAN TREE *~with clan of Kijimuna*
38-41 PEAK
~enabling a view of landmarks up to 3+D4 miles away, mountain chain runs D4 hexes in each of 2 random directions
42-45 NAVIGABLE RIVER
~heading D4 hexes in each of 2 random directions
46-49 DEEP VALLEY
50-53 TEMPLE
54-55 TEMPLE RUIN
56-57 ROAD
~heading D4 hexes in each of 2 random directions
58-61 CLIFF
~enabling a view of landmarks up to 3+D4 miles away, part of mountain chain runs D4 hexes in each of 2 random directions
62-65 CAVE
66-68 STRANGE SACRED ROCK FORMATION
69-71 ISOLATED CLIFF
~enabling a view of landmarks up to 3+D4 miles away
72-75 ISOLATED PEAK
~enabling a view of landmarks up to 3+D4 miles away
76-80 *Coast:* HIDDEN COVE
Jungle: CAVE
81-85 *Coast:* SAFE PORT
Jungle: MARSH *or* SWAMP
86-90 *Coast:* FISHING DOCK
Jungle: LAKE
91-95 *Coast:* FALSE PORT
~filled with shipwrecks beneath surface
Jungle: STREAM
~not navigable
96-00 *Coast:* SMALL COASTAL ISLAND
Jungle: DEEP VALLEY

HOME SECURITY MEASURES

1 SEMI-ROVING GUARDS *~1 per every 4 rooms*

2 SMALL YIPPIE DOG THAT ACTS LIKE AN ALARM SYSTEM. *~Is in actuality the male of a male / female pair of Shisa protecting the dwelling. ~see Shisa in Bestiary p. 86*

3 D4 LARGE, AGGRESSIVE BOONIE DOGS.

4 GRUNTING IDIOT SERVANT *~with D6:*

- *1 Letter opener*
- *2 Hot poker from stoking coals*
- *3 Kitchen knife*
- *4 Pokey-stick*
- *5 Katana grabbed from mantle*
- *6 Bowl of boiling kitchen grease*

5 NIGHTINGALE FLOORS
~wooden floors built to squeak when walked on.

6 OPENING FRONT SCREEN *(even with a key) without making subtle adjustments to screen geegaws (planter next to screen, etc.)* ACTIVATES DART TRAP *or* OTHER COMMON DUNGEON-TYPE TRAP *when the screen's opened.*

7 SMALL, MILDLY / SUBTLY EXOTIC *and* MONSTROUS PET *~i.e. giant millipede, etc.*

8 RAT, CROW, LEOPARD-CAT, *or* OTHER MAJO ANIMAL *~through which resident or allied wizard will remotely notice intruders and cast spells.*
~May bide its time and see what the intruders are all about.

9 FEMALE ATTENDANTS WHO ARE SECRET NINJAS.

10 THE CLOSET SCREEN NEAR THE FRONT SCREEN IS OPEN. ALL OTHER SCREENS IN THE HOUSE ARE TRAPPED.
~Closing the closet screen (like the inhabitants do when they come home) deactivates the traps.

11 ANNOYING TALKATIVE VISITOR WHO JUST HAPPENS TO BE THERE WHEN INTRUDERS SHOW UP
~if they came in via breaking and entering then assume the visitor's unconscious on the futon or something and who assumes the PCs are friends, family, or employees of the homeowner and generally behaves like a hilarious rube to the best of the Referee's ability. Loud.

12 OBVIOUSLY EGREGIOUSLY VALUABLE GOLD TRINKET ON PEDESTAL NEAR FRONT SCREEN.
~Touching it activates a trap and / or it's coated in poison. (The trinket is actually worthless.)

13 NO TRAPS PER SE BUT THE OUTER SCREENS ARE UNUSUALLY TRANSPARENT *and* THE GARDEN'S WELL-LIT
~so if anybody is home they'll notice the PCs.

14 LITTLE GIRL WHO JUST GOES "AAAAAAAAAAH!" *and* RUNS AWAY IF SHE SEES INTRUDERS.
~Maybe some guards show up.

15 VERY OLD GUESTS / PARENTS, ETC.
~at kotatsu playing cards or eating soup who think the PCs are there to fix something.

16 THE CUTE FOX STATUE IS INHABITED BY A REAL FOX SPIRIT *~A little one.*
~It just follows you and warns people.

17 ALL THE SCREENS TO ALL THE ROOMS ARE LOCKED
~And the locks are pretty good. Breaking them probably makes noise and attracts somebody—guards, neighbors, the place's owner, the dog—whatever.

18 NO SECURITY MEASURE PER SE, BUT THE ONLY VALUABLES IN THE HOUSE APPEAR TO BE IN THE BEDROOM ALONG WITH A YOUNG *and* ATTRACTIVE NPC WHO'S TIED UP *and* GAGGED KINBAKU-STYLE.
~Sophisticated PCs may realize that they're not necessarily a prisoner.

19 TROPICAL SEA SHELLS *or* CLOUDROCK MARBLES STREWN ALL OVER THE FLOOR
~a failed save will cause a PC to fall and make a loud thump.
~If they fail by 6 or more then the PC takes D4 damage from a sharp jack or something.

20 PIT TRAP UNDER HALLWAY TATAMI *carpet*
~if someone falls in, a grate closes over top, trapping them until the owner comes home.
~Spinning the lantern clockwise after coming in the front door deactivates the trap.

KEYS *~see Treasure Table p. 282*

MAGIC WEAPONS & ARMOR
~see Treasure Table p. 294

MISCELLANEOUS MAGIC ITEMS
~see Treasure Table p. 296

MISCELLANEOUS MINOR ITEMS
~see Treasure Table p. 286

NAMES—

COMMON AWA-NIKKAN NAMES

	female	*male*	*gender neutral*
1	HIROKO	HIROSHI	HARU
2	CHIYOKO	YOSHIKI	MIKOTO
3	KIKU	KIYOSHI	TOMOMI
4	MIEKO	KOSHI	AKIMI
5	SACHIKO	UIGO	TAKEMI
6	FUMIKO	TSURU	KAYO
7	MASAKO	TOSHIKI	RYUKO
8	KIYOKO	KENJI	YUU
9	KEIKO	RYUJI	KAKERU
10	HARUKO	HIDEKI	JUN
11	YOKO	NOBUKI	HIFUMI
12	RYOKO	KIYOSHI	CHIAKI
13	MICHIKO	SHOEI	RIKU
14	HATSUE	MASAO	RIN
15	EMIKO	AKIRA	MIZUHO
16	YONEKO	TOSHIO	TERUMI
17	MIYOKO	ISAMU	NAGISA
18	SUMIKO	KAZUO	UMEJI
19	TAKAKO	SEIYA	SHIKI
20	YASUKO	RYUTARO	NATSU

NAMES—

MARTIAL ARTS MOVES

While for clarity and convenience most of the martial arts moves in this book have descriptive names, there are lots of reasons to use more poetic ones.

Players, in particular (and by "Players, in particular" I mean "I, personally") like to have a fun name for their character's moves once they are familiar with the underlying mechanics. You can use this table to generate such names—roll once and read across or roll D100 separately for each column.

1	AMAZING	KILLING / MURDER	ANNIHILATION
2	ANNIHILATING	MONKEY	ASSAULT
3	ANCIENT	PENETRATING	ATTACK
4	ASCENDING	BANDIT	BITE
5	ASTOUNDING	OX	BLOCK
6	AZURE	DEMON	BLOSSOM
7	BEGUILING	DIVING	BLOW
8	BLACK	CONVULSION	BURST
9	BLAZING	SUN	BUTCHERY
10	BLIND	SNAKE	CARESS
11	BRILLIANT	SERPENT	CASCADE
12	BURNING	DRAGON	CHARGE
13	CELESTIAL	HORSE	CHOP
14	CRIMSON	VOID	CIRCLE
15	CROUCHING	RISING	CLAW
16	CRUSHING	THRUSTING / THRUST	CLUSTER
17	DANCING	DEATH	CLUTCH
18	DARKEST	GUARD	CRUSH
19	DEADLY	RAT	CYCLONE
20	DECEPTIVE	DEVOURING / DEVOURMENT	DAGGER
21	DESCENDING	IRON	DEATH
22	DESPICABLE	SCORPION	DECIMATION
23	DESTRUCTIVE	TIGER	DEFENSE
24	DREADED	MOUNTAIN	DEFLECTION
25	DOUBLE	RIVER	EVASION
26	DOZEN	DECAPITATION	DOOM
27	DRUNKEN	DEVIL	ELBOW
28	EIGHTFOLD	SUFFOCATION	FANG
29	EMERALD	SEASNAKE	FINGER
30	ENIGMATIC	EAGLE	FINISH
31	ENLIGHTENED	WARDOG'S	FIST
32	EXPLODING	INTOXICATING	FLIP
33	FORMIDABLE	SKULL	GRAPPLE
34	FORTUNATE	SKULLSMASHING	GRASP
35	FOURFOLD	WASP	HAMMER
36	FIVEFOLD	DECEPTION	HAND
37	FLYING	WHIRLWIND	HEEL
38	GLEAMING	CYCLONE	HOLD
39	GLORIOUS	HAWK	HOOK
40	GOLDEN	BUTTERFLY	IMMERSION
41	HEAVENLY	THRONE	INCURSION
42	HIDDEN	STALKING	JAB
43	HUMBLING	BITING	KICK
44	IMPERIAL	KNUCKLE	KNEE
45	IMPETUOUS	BONELESS	KNIFE
46	INCINERATING	TRACING	LASH

47	INCONCEIVABLE	SHRIEKING	LOTUS
48	INEXPLICABLE	SCREAMING	MALLET
49	INDIGO	PERFECTION	MANTIS
50	INVINCIBLE	TEARING / SHREDDING	MASSACRE
51	IVORY	SHATTER	MASTERY
52	JADE	SHATTERING	MOON
53	LAUGHING	CAULDRON	NEEDLE
54	LEAPING	MYSTERY	OFFENSE
55	LETHAL	INSANITY	ONSLAUGHT
56	LIGHTNING	MASTER'S / MASTERY	PALM
57	LOCKING	TEMPLE	PENETRATION
58	LUMINOUS	SHADOW	POSITION
59	LUSTROUS	BALANCING	POUNCE
60	MAGNIFICENT	FOX	PUNCH
61	MILLION	TORNADO	PUNCTURE
62	MISTRUSTING	MANTIS	PUSH
63	MUTILATING	TYPHOON	RAKE
64	MYSTIFYING	ICE	RESPONSE
65	NINEFOLD	FLAME	REVERSAL
66	OCEANIC	STORM	ROLL
67	POETIC	GHOST	RUIN
68	PIOUS	SPIRIT	SEIZURE
69	PROUD	EARTHQUAKE	SHATTER
70	RADIANT	QUIVERING	SHIELD
71	RAGING	WRESTLER'S	SHOVE
72	RESPLENDENT	PHOENIX	SILENCE
73	ROARING	WOUNDING	SLASH
74	RUINOUS	CHOKING	SLAUGHTER
75	SAPPHIRE	LAVA	SONG
76	SAVAGE	STRIKING	SPEAR
77	SCARLET	QUEEN	SPIKE
78	SEVENFOLD	KING	SPIN
79	SHINING	BONE	SPLIT
80	SIXFOLD	BONEBREAKER	STAB
81	SIXTY	FALCON	STING
82	SPINNING	DESPAIR	STORM
83	SPLENDID	FALLING	STRIKE
84	STUNNING	SHIELDING	SWARM
85	SUFFOCATING	TUMBLING	SWEEP
86	TEN	TWISTING	SWERVE
87	TENFOLD	SHIVERING	TALON
88	TEN THOUSAND	HUMBLING	TECHNIQUE
89	TERRIFYING	BLASPHEMY	TEMPEST
90	THOUSAND	CHAOS / CHAOTIC	TERROR
91	THUNDERING	BROKEN / PANTHER	THROW
92	TRANSCENDANT	TSUNAMI	THRUST
93	TRIPLE	SERPENT'S	TIGER
94	UNERRING	TIGER'S / LEOPARD'S	TOOTH
95	UNSEEN	QUIVERING	TOUCH
96	VALOROUS	GRASSHOPPER	TRAP
97	VERMILLION	YIELDING / NIGHTMARE	VENGEANCE
98	VICIOUS	PHANTASMAL	WHEEL
99	VIRTUOUS	STANDING	WHIRL
100	WHIRLING	DEMOLISHING	WIND

NAMES & OCCUPATIONS FOR NPCS

	NAME		OCCUPATION
1	SILENT ~~~~~~~~~~~~~~>	BIRD ~~~~~~~~~~~~~~>	GOAT FARMER
2	BITTER ~~~~~~~~~~~~~~>	IRON ~~~~~~~~~~~~~~>	RAKUGO-KA *storyteller*
3	FAVORABLE ~~~~~~~~~~>	FINGER ~~~~~~~~~~~~~~>	BASKET MAKER
4	RED ~~~~~~~~~~~~~~~~>	PALM TREE ~~~~~~~~~~>	RICE FARMER
5	COLD ~~~~~~~~~~~~~~~>	FLAME ~~~~~~~~~~~~~>	WOOD CUTTER
6	BRIGHT ~~~~~~~~~~~~~>	LEMON ~~~~~~~~~~~~~~>	FABRIC DYER
7	FALTERING ~~~~~~~~~~>	PEAK ~~~~~~~~~~~~~~~>	BIRD CATCHER
8	SOFT ~~~~~~~~~~~~~~~>	STREAM ~~~~~~~~~~~~>	NUN
9	RISING ~~~~~~~~~~~~~>	COMET ~~~~~~~~~~~~~>	INCENSE MAKER
10	LOUD ~~~~~~~~~~~~~~~>	MUSHROOM ~~~~~~~~~>	HORSE FARMER
11	SMART ~~~~~~~~~~~~~>	ARM ~~~~~~~~~~~~~~~>	OKASHI *sweets* MAKER
12	HAPPY ~~~~~~~~~~~~~>	WOOD ~~~~~~~~~~~~~>	WAGON TRANSPORTER *~People and goods*
13	FILTERED ~~~~~~~~~~>	SHARK ~~~~~~~~~~~~~>	FISHERMAN
14	WARM ~~~~~~~~~~~~~>	NAOKI ~~~~~~~~~~~~~>	CLOTHING MAKER
15	STRIPED ~~~~~~~~~~~>	PEBBLE ~~~~~~~~~~~~>	METAL MAKER
16	OOZING ~~~~~~~~~~~~>	STAR ~~~~~~~~~~~~~~>	PRODUCE SELLER
17	SMOOTH ~~~~~~~~~~~>	SHIORI ~~~~~~~~~~~~>	PAPER MAKER
18	SLOW ~~~~~~~~~~~~~~>	STEEL ~~~~~~~~~~~~~>	GAMBLER
19	WINTER- ~~~~~~~~~~~~>	BANYAN TREE ~~~~~~~~>	SALT MAKER
20	RAUCOUS ~~~~~~~~~~~>	TOOTH ~~~~~~~~~~~~~>	WATER BUFFALO BREEDER
21	CHANGING ~~~~~~~~~~>	PLUMERIA ~~~~~~~~~~>	SHAMISEN PLAYER *~musician*
22	SAD ~~~~~~~~~~~~~~~>	MOUSE ~~~~~~~~~~~~>	AWAMORI *alcohol* DISTILLER
23	BLACK ~~~~~~~~~~~~~>	GLASS ~~~~~~~~~~~~>	SQUID CATCHER
24	STEAMING ~~~~~~~~~~>	MIDORI ~~~~~~~~~~~~>	CHICKEN FARMER
25	DULL ~~~~~~~~~~~~~~>	PAPAYA ~~~~~~~~~~~~>	COW FARMER
26	DYING ~~~~~~~~~~~~~>	STONE ~~~~~~~~~~~~~>	TEMPLE ATTENDANT
27	ROUGH ~~~~~~~~~~~~~>	HEAD ~~~~~~~~~~~~~~>	IKEBANA *flower arrangement* MASTER
28	FAST ~~~~~~~~~~~~~~>	TOMI ~~~~~~~~~~~~~~>	RYUSO ROBE MAKER
29	HAIRY ~~~~~~~~~~~~~>	SNAKE ~~~~~~~~~~~~~>	HERBALIST
30	SHINING ~~~~~~~~~~~>	ENKAI ~~~~~~~~~~~~~>	NET / ROPE MAKER
31	FROZEN ~~~~~~~~~~~~>	FIST ~~~~~~~~~~~~~~>	SAILOR
32	CRIMSON ~~~~~~~~~~~>	MONGOOSE ~~~~~~~~~>	MERCHANT OF CURIOS & KNICK-KNACKS
33	DESPERATE ~~~~~~~~~~>	TSUBASA ~~~~~~~~~~~>	CALLIGRAPHER
34	POINTED ~~~~~~~~~~~>	PINEAPPLE ~~~~~~~~~~>	POET
35	NOISY ~~~~~~~~~~~~~>	GOYA ~~~~~~~~~~~~~~>	CRAB COLLECTOR
36	GOLDEN ~~~~~~~~~~~~>	STEW ~~~~~~~~~~~~~~>	VEGETABLE FARMER
37	BOILING ~~~~~~~~~~~>	TONGUE ~~~~~~~~~~~~>	SUGARCANE FARMER
38	SHINING ~~~~~~~~~~~>	EYE ~~~~~~~~~~~~~~~>	TEA HOUSE OWNER
39	FALLING ~~~~~~~~~~~>	PIG ~~~~~~~~~~~~~~~>	BULIDING MAKER
40	PETRIFIED ~~~~~~~~~~>	TIGER LILLY ~~~~~~~~>	GUSUKU WALL MAKER / STONE MASON
41	HARD ~~~~~~~~~~~~~~>	WOODEN REED ~~~~~~~>	INTERNATIONAL TRADE BROKER
42	THORNY ~~~~~~~~~~~~>	SHINOBU ~~~~~~~~~~~>	RYORI *cooking* CHEFS
43	BLUE ~~~~~~~~~~~~~~>	MOON ~~~~~~~~~~~~~>	SHELL COLLLECTOR
44	SMOKING ~~~~~~~~~~~>	GUAVA ~~~~~~~~~~~~~>	SHOYU *soy sauce* MAKER
45	DARK ~~~~~~~~~~~~~~>	STEW ~~~~~~~~~~~~~~>	COSMETICS MAKER
46	SLEEPING ~~~~~~~~~~>	GOLD ~~~~~~~~~~~~~~>	MERCHANT SHIP CAPTAIN
47	HIDING ~~~~~~~~~~~~~>	SPRING *~water* ~~~~~~~>	PRIVATE SECURITY SERVICE *~Sea transport*
48	UNFAVORABLE ~~~~~~~~>	ROSE ~~~~~~~~~~~~~~>	PRIVATE SECURITY *~Land transport*
49	HEAVENLY ~~~~~~~~~~>	ITSUKI ~~~~~~~~~~~~~>	KAIJU TRACKER
50	SINGING ~~~~~~~~~~~~>	SEIKO ~~~~~~~~~~~~~>	HIDDEN COMPARTMENT, BOX, & CABINET MAKER

	NAME		OCCUPATION
51	DECEITFUL ~~~~~~~~~~~>	OOLONG TEA ~~~~~~~~~>	POTTERY MAKER
52	GLIMMERING ~~~~~~~~~>	BANANA ~~~~~~~~~~~~~>	FIGHTING BULL TRAINER
53	ICY ~~~~~~~~~~~~~~~~>	YAGI *goat* ~~~~~~~~~~~>	EISA DANCER
54	GREEN ~~~~~~~~~~~~~>	HORSE ~~~~~~~~~~~~~>	CARPENTER
55	SPOTTED ~~~~~~~~~~~>	SILVER ~~~~~~~~~~~~~>	INK MAKER
56	QUICK ~~~~~~~~~~~~~~>	FOOT ~~~~~~~~~~~~~~>	TAIKO DRUMMER *~musician*
57	PITTED ~~~~~~~~~~~~~>	NAGISA ~~~~~~~~~~~~~>	UNI *sea urchin* DIVER
58	BREAKING ~~~~~~~~~~~>	SAKU ~~~~~~~~~~~~~~>	TRANSLATOR
59	PEACEFUL ~~~~~~~~~~~>	PEACH ~~~~~~~~~~~~~>	BENTO *portable meal* MAKER
60	ROTTEN ~~~~~~~~~~~~>	ASS ~~~~~~~~~~~~~~~>	SEAWEED COLLECTOR
61	LONGING ~~~~~~~~~~~~>	LIZARD ~~~~~~~~~~~~~>	FORTUNE TELLER
62	WHITE ~~~~~~~~~~~~~~>	MELON ~~~~~~~~~~~~~>	SANDAL / SHOE MAKER
63	BLISTERING ~~~~~~~~~~>	HARU ~~~~~~~~~~~~~~>	MONK
64	SPRING- ~~~~~~~~~~~~>	JUN ~~~~~~~~~~~~~~~>	FRUIT FARMER
65	FADING ~~~~~~~~~~~~~>	RIVER ~~~~~~~~~~~~~>	POTTERY SELLER
66	RUNNING ~~~~~~~~~~~~>	CHILD ~~~~~~~~~~~~~>	KUSURI / MEDICINE MAKER
67	GREY ~~~~~~~~~~~~~~>	MOUTH ~~~~~~~~~~~~~>	MIDWIFE
68	JEALOUS ~~~~~~~~~~~~>	COCONUT ~~~~~~~~~~~>	WEATHER PREDICTOR
69	FORGOTTEN ~~~~~~~~~>	BAMBOO ~~~~~~~~~~~~>	GLASS MAKER
70	TRANQUIL ~~~~~~~~~~~>	GREEN TEA ~~~~~~~~~~>	ROCK GARDEN DESIGNER
71	FLOATING ~~~~~~~~~~~>	RICE ~~~~~~~~~~~~~~~>	PIG FARMER
72	SCRATCHED ~~~~~~~~~~>	SAYAKI ~~~~~~~~~~~~~>	GARDENER
73	SUMMER- ~~~~~~~~~~~>	AME *rain* ~~~~~~~~~~~>	SHRIMP CATCHER
74	LIMPING ~~~~~~~~~~~~>	YUZUKI ~~~~~~~~~~~~~>	BUTCHER
75	UNBALANCED ~~~~~~~~>	TOSHI ~~~~~~~~~~~~~~>	SHOKUDO *dining establishment* OWNER
76	SHATTERING ~~~~~~~~>	SUN ~~~~~~~~~~~~~~~>	FLUTE PLAYER
77	MOTIONLESS ~~~~~~~~>	CHIYO ~~~~~~~~~~~~~>	ARTIST
78	TWINKLING ~~~~~~~~~~>	FISH ~~~~~~~~~~~~~~>	KNIFE MAKER
79	LIGHT ~~~~~~~~~~~~~~>	MASA ~~~~~~~~~~~~~~>	TRAVELING-CART, KNIFE SHARPENER
80	SALTY ~~~~~~~~~~~~~~>	JASMINE TEA ~~~~~~~~>	CRYSTAL COLLECTOR *~Cave*
81	LAUGHING ~~~~~~~~~~~>	PLUM ~~~~~~~~~~~~~~>	FISHING HOOK *and* SPEAR MAKER
82	FORGOTTEN ~~~~~~~~~~>	SUGAR CANE ~~~~~~~~~>	RICE THRESHER *~usually has Nunchuku*
83	POISONOUS ~~~~~~~~~~>	SORA ~~~~~~~~~~~~~~>	FOOD PRESERVER / SALTER
84	GOLDEN ~~~~~~~~~~~~>	MEDICINE ~~~~~~~~~~>	CHILD
85	HARMONIOUS ~~~~~~~~>	PINE TREE ~~~~~~~~~~>	FLOUR MILLER
86	SMOLDERING ~~~~~~~~>	REN ~~~~~~~~~~~~~~~>	HAJICHI TATTOOIST
87	AUTUMN- ~~~~~~~~~~~>	KAI ~~~~~~~~~~~~~~~>	SOBA MAKER
88	COPPER ~~~~~~~~~~~~>	YUKI ~~~~~~~~~~~~~~>	TEA FARMER
89	SPRINGING ~~~~~~~~~~>	KAORI ~~~~~~~~~~~~~>	JUNGLE TRAIL CUTTER
90	WISHFUL ~~~~~~~~~~~~>	NANAMI ~~~~~~~~~~~~>	TEA MAKER
91	HOT ~~~~~~~~~~~~~~~>	WAVE ~~~~~~~~~~~~~~>	INFORMATION COURIERS / RUNNERS
92	UNEVEN ~~~~~~~~~~~~>	METAL ~~~~~~~~~~~~~>	SPICE GROWER
93	COMPLIANT ~~~~~~~~~>	SHREW ~~~~~~~~~~~~~>	TSUMUGI SILK MAKER
94	FLOATING ~~~~~~~~~~>	MONKEY ~~~~~~~~~~~~>	WHALER
95	BLOOMING ~~~~~~~~~~>	CHICKEN ~~~~~~~~~~~>	CONCUBINE
96	ALBINO ~~~~~~~~~~~~>	HIBISCUS ~~~~~~~~~~>	STABLE OWNER
97	SPLITTING ~~~~~~~~~~>	FROG ~~~~~~~~~~~~~~>	MUSHROOM FARMER
98	YELLOW ~~~~~~~~~~~~>	BAT ~~~~~~~~~~~~~~~>	TRAVELING-CART TOBACCO SELLER
99	DEADLY ~~~~~~~~~~~~>	SONG ~~~~~~~~~~~~~~>	DUGONG HUNTER
100	SPITTING ~~~~~~~~~~~>	BAKUCHIKU ~~~~~~~~~~> *firecracker*	TRAVELING-CART BENI-IMO *roasted purple sweet potato* SELLER

NEBULITH ADVENTURE AREAS—

THE LOWER DEPTHS

1 HELLBENDER *or* MEGALOID SLAVE PIT
~with human and / or firefly-woman slaves ready to revolt.

2 FORMER LOST HUMANOID CITY
~full of puzzles, traps, and scavengers.

3 MEGALOID TUNNEL-CITY
~in the process of being raided by mantis people.

4 UNDERMUTANT TEMPLE
~where bizarre rituals are performed to placate unknown gods.

5 CLUSTER OF PORTAL-POOLS
~in separate linked chambers that keeps bringing random creatures into conflict.

6 FIGHTING PIT
~where hellbenders have gathered to gamble on battles between pens full of creatures.

7 BLUE ONI'S RESIDENCE
~surrounded by sycophantic creatures bartering away gems and slaves to curry favor.

8 MUTATING POOL
~surrounded by barely-viable creatures, dead adventurers, and the treasures they lost exploring here.

9 ENCLAVE OF DEMON-WORSHIPPING MONKS
~who seek to placate those beneath in exchange for magic and power.

10 FIREFLY-WOMEN BUILDING A NEW CITY ACROSS *and* AROUND A SUBTERRANEAN VALLEY
~seeking aid exploring the area and clearing it of dangerous creatures.

CENTRAL NEBULITH

1 TENGU CITY
~half-interior, half-surface, full of sadistic diversions and devices.

2 VAST CATACOMB
~filled with cloud dead and necromancers seeking to exploit them.

3 THE ESOTERIC HOME OF A COLONY OF MIST PHANTOMS
~filled with crystals, pools, mirrors, and patterned minerals with unpredictable magical properties.

4 THE TRAP-LADEN LAIR OF A PACK OF UNSCRUPULOUS CLOUDSCRAPERS
~who prey on their fellows and chain up strange beasts to protect their territory.

5 THE LABORATORY OF A MAD ALCHEMIST
~served by Charmed *creatures that bring exotic materials from all over the Nebulith.*

6 A PAIR OF TENGU TRIBES FIGHT IN- *and* OVER- A NEWLY-DISCOVERED CAVE COMPLEX
~full of enchanted fungi.

7 A WATERY LABYRINTH
~full of amphibious and aquatic creatures and treasures untouched since a flood decades ago.

8 A SCATTERING OF NATURAL HEALING SPRINGS
~occupied by a mated pair of cave wyverns.

9 A GROUP OF VETERAN RONIN HAVE ABANDONED THEIR LORD *and* SET UP A BANDIT WARREN
~in league with local tengu.

10 A SERIES OF DAMAGED CONTAINMENT VAULTS
~occupied by horrible spirits set up in centuries-past by a group of powerful yuta.

UPPER REACH

1 COURT OF ROYAL AWOKEN
~carrying out empty rituals and duties in halls that are a literally pale imitation of the palace intrigues below.

2 CLOUDSCRAPERS TRAPPED FOR HUNDREDS OF YEARS IN A SERIES OF ENIGMATIC PUZZLE ROOMS
~designed to test and punish them for their lack of enlightenment.

3 CHAMBERS OF A RED ONI
~plotting an invasion of Awa Nikko with a variety of Nebulith creatures and an army of tengu.

4 HALLS COLONIZED BY A GROUP OF CLOUDSCRAPERS WHO FEEL THEY HAVE ATTAINED PEACE
~one of which is secretly a blue oni bent on ensnaring the souls of spiritual seekers.

5 TEMPLE OF A POWERFUL *and* DISTURBED NORO
~who worships the Mist Woman and sends awoken to forcibly abduct converts to her faith.

6 A CONFUSED MAZE OF CHAMBERS
~occupied by two opposed groups of cloudscrapers cursed to reverse their personalities every day.

7 AN ARENA
~where a wealthy pair of oni (one red, one blue) devise bizarre challenges which pit luckless adventurers against each other.

8 THE LAVISH OPIUM DEN OF A WIZARD
~who has set up residence in the Upper Cloud through a series of pacts with the Greater Oni.

9 A BLUE ONI'S PRIVATE ZOO

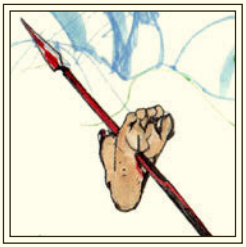
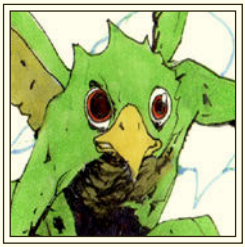
10 A TESTING AREA
~full of hazards used by the Cerulean Order to choose adventurers suitable for carrying out their schemes.

NEBULITH OBSTACLES & ODDITIES

These are mostly bad or dangerous things (other than monsters) that might be found in the Nebulith. Don't use these to stock every room in an area, just use them when you need a hazard.

1 WEAK CEILING, BEWARE OF FALLING ROCKS
2 WEAK FLOOR, LIKE A PIT-TRAP
3 PIT TRAP *~Upper Reach: Floor is illusory*
4 PIT TRAP ONTO SPIKES
~Upper Reach: Floor distorts, land on jagged mirror
5 PIT TRAP INTO WATER
~Upper Reach: Floor is ice, drops you into icy water
6 PIT TRAP INTO A NET OVER A SHEER DROP
~Upper Reach: Floor simply disappears, dropping you into the net
7 ANCIENT RUNE ACTIVATES A BALEFUL SPELL: EXPLOSION *~save or take 3D6*
8 *MINOR SYMBOL OF CONFLICT**
9 *MINOR SYMBOL OF DESPAIR**
10 *MINOR SYMBOL OF MADNESS**
11 *MINOR SYMBOL OF PAIN**
12 *SYMBOL OF STUNNING*
13 ANCIENT RUNE ACTIVATES A BALEFUL SPELL: *SLEEP*
14 FIELD OF GIANT INSECT EGGS THE SIZE OF BASKETBALLS
~stepping on them will cause the newborn bugs inside to nip at you for D4 damage each round you're in the field ~Central Nebulith: Pterodactyl eggs, otherwise the same
15 THE AREA IS FLOODED WITH ALGAE-FILLED WATER
~impossible to say how deep. It's only 3 feet here but much deeper in places, and slippery. ~Upper Reach: Pale pool covered in thin ice
16 WEAK FLOOR GIVES WAY TO SLIDE-LIKE TUNNEL DROPPING YOU INTO POOL FILLED WITH SHARP STALAGMITES. *~Upper Reach: Pool is empty but icy cold*
17 FLOOR COVERED IN MUTANT TOADS
~Mostly harmless but very slippery and they will make a lot of noise when you walk through them, attracting monsters.
18 FLOODED WITH MIRROR WATER
~Your reflections will climb out and try to kill you (they have your same stats). ~Lower Depths: It's mirror lava—the magma duplicates have no weapons but their touch burns for D8HP
19 SOMEONE LEFT CALTROPS HERE
~Lower Depths: Gas vent causes them all to flare up doing D6HP first
20 POOL SUCKS ANYONE WHO WADES THROUGH IT IN *and* TELEPORTS THEM TO ANOTHER POOL NOT VISIBLE FROM HERE
21 WIND TUNNEL PUTS OUT ALL LANTERNS *and* TORCHES HERE
22 ANCIENT RUNE ACTIVATES A BALEFUL SPELL *~roll on FUNGI—RANDOM MAGIC EFFECTS table*
23 OLD SPECTRUM SPIDER WEB IS THE ONLY WAY ACROSS A SHEER DROP
24 RICKETY ROPE BRIDGE
25 RANDOM JUNGLE CREATURE CHAINED UP HERE AS A GUARD *or* PRISONER BY SOMEONE GONE NOW *~roll on ENCOUNTERS—JUNGLE table*
26 RANDOM COASTAL CREATURE CHAINED UP HERE AS A GUARD, IN A POOL, *or* PRISONER BY SOMEONE GONE NOW *~roll on ENCOUNTERS—COAST table*
27 SOMEONE BUILT A VERY STOUT STONE DOOR HERE, THEN LOCKED IT WITH A LOCK THAT CAN'T BE PICKED.
28 SNAKES ALL OVER THE FLOOR *~are any of them habu snakes? So hard to tell in this light ~Lower Depths: They're spiders or seasnakes in a shallow pool, same stats*
29 FUNGI IN THE AIR *~effect as DRUGS in the Trasure Table*
30 FUNGI IN THE AIR *~effect as FUNGI—RANDOM MAGIC EFFECTS table*
31 ANCIENT RUNE ACTIVATES A BALEFUL SPELL: *SHRINK*
32 ANCIENT RUNE ACTIVATES A BALEFUL SPELL: *FORGET*
33 POOL WITH SEASNAKES *or* STINGING JELLYFISH.
34 A SINGLE LARGE BREAST 20' ACROSS, GROWING FROM THE FLOOR, IS BETWEEN YOU *and* THE EXIT. *~Lower Depths: It's red with a black nipple.*
35 OLD TENGU ALARM SYSTEM
~a tripwire makes jangling pots and pans fall, attracting monsters ~Lower Depths: Its razor wire doing D8HP, set by mantis people, ~Upper Reach: Trap attracts no-one but its creepy

**described on p. 200*

36 AN ADVENTURER'S CORPSE IS SWELLED WITH TOXIC GASES
~if you try to rob the body it will explode and everyone in 10' must save or take D12HP damage.

37 TRICK OF THE LIGHT ON A DISTANT, REFLECTIVE STONE WALL
~makes it seem like someone is approaching the party starting at 60'. It's just their reflections.

38 POOL FILLED WITH A SWARM OF SMALL CARNIVOROUS FISH
~they bite for D4 each round you're in there

39 THE ONLY WAY ACROSS THIS CHAMBER IS TO GET ACROSS A SERIES OF SMALL, SLIPPERY PLATFORMS 10'-20' APART

40 IRRITATION DEMON
~Appears to be a sage "studying the Nebulith" full of tedious facts he will relate to the party at length while joining them.
~1HP but if you kill him he explodes in a ball of negative energy doing D20HP to everyone in 20' who doesn't save and the halls echo with laughter.

41 TRIPWIRE ACTIVATES SCYTHING BLADE ON ROPE FROM ABOVE
~Upper Cloud: The wire justrings a bell which alerts 3 awoken to the PCs

42 ROOM FILLED WITH OPAQUE MIST *~visibility 1' ~Lower Depths: Smoke*

43 ROOM FILLED WITH STINKING CLOUD *~Upper Reach: Same effect but not visible to the eye*

44 ANCIENT RUNE ACTIVATES A BALEFUL SPELL: *OBSCURE LANGUAGES*
~opposite of Comprehend Languages

45 SHEER SURFACE TO CLIMB
~most likely a party would use grappling hooks. At the top is a monkey leftover from who knows what expedition that won't be obvious at first but will start poking at the grappling hooks and trying to dislodge them just because monkeys are like that.

46 INCREDIBLE HEAT IN THIS AREA DUE TO URANIUM DEPOSITS FORMING A NATURALLY-OCCURRING NUCLEAR REACTOR IN THE WATERS OF THIS AREA.
~Central Nebulith and Upper Cloud: Illusion of water created by intense heat.

47 ANCIENT SHRINE WITH EMERALD-EYED MANTIS STATUE
~Removing the emeralds causes the mantis' mandibles to close in a pincer trap.

48 SULPHOROUS, SCALDING-HOT STEAM JETS ERUPT AT UNPREDICTABLE INTERVALS ALL OVER THE CHAMBER. *~Upper Reach: Freezing cold air*

49 A SHRINE TO THE SPIRITS OF MERCY HAS BEEN ERECTED HERE *and* SEVERAL HUNDRED SP WORTH OF OFFERINGS COVER THE TABLE *~stealing them activates a curse.*

50 MINOR EARTHQUAKES WHILE YOU'RE IN HERE.

51 ANCIENT RUNE ACTIVATES A BALEFUL SPELL NEAR A SHEER DROP: A *COMMAND* SPELL THAT ORDERS—"JUMP."

52 THIS SECTION IS EXPOSED TO FREEZING COLD AIR CURRENTS
~slippery frost covers everything. The temperature alone is enough to cause damage if you linger.
~Lower Depths: Intense heat, same effect

53 AREA IS FILLED WITH ECHOES, ANY SPELL UTTERED WILL REPEAT *and* CAST ITSELF AGAIN, SLIGHTLY DISTORTED.
~When it repeats, the target of the spell or any other part of the spell usually left to chance or the caster's discretion may change. ~Roll D4:

- *1 Spell casts again in a way very helpful to caster*
- *2-3 Spell casts again in a way slightly harmful to caster or allies*
- *4 Spell casts again in a way extremely harmful to caster or allies*

54 ROOM FLOODED 4' DEEP WITH BRIGHT GREEN LIQUID THAT DISENCHANTS ANYTHING THAT TOUCHES IT.

55 A FREEZING COLD AREA *~the only way across is a thin sheet of ice over a sheer drop.*
~Lower Depths: Crumbling bridge over lava

56 ROOM RETAINS AN ANCIENT ENCHANTMENT *~no-one can lie here.*

57 ROOM RETAINS AN ANCIENT ENCHANTMENT *~no-one can tell the truth here.*

58 CATHEDRAL-LIKE ROOM CRAWLING WITH STATUES OF GODS *and* SPIRITS FROM MANY NATIONS CARVED IN REFLECTIVE PYRITE-LIKE SUBSTANCE
~These entities are all watching this room—anyone may speak to their deity here, adjudicate this as if it were a Commune *spell. Works once per querent.*

59 CHAMBER FULL OF ROT MOTHS *and* THEIR LARVAE, FALLING OFF THE CEILING LIKE RAIN
~Unless they are all completely eliminated from the party's gear (not easy, there are hundreds), all of their cloth, including packs, clothes and leather armor will be eaten away in the next 4 hours.

60 A STRANGE SMELL IS THE ONLY CLUE THAT THE AREA'S FULL OF FLAMMABLE GASES
~torches and lanterns will cause an explosion.

61 ANCIENT RUNE ACTIVATES A BALEFUL SPELL: *LOSE THE PATH*
~opposite of Find the Path

62 CRUMBLING CARVED BRIDGE OVER LAVA. *~Central Nebulith: Over acidic pool. Upper Reach: Over 20' freezing pool obscured by mist.*

63 MAGIC ANOMALY ALLOWS EVERYONE IN CHAMBER TO READ EVERYONE ELSE'S SURFACE THOUGHTS.

64 *MAGIC MOUTH* LEFT HERE BY A WIZARD *~It gives bad advice when adventurers appear.*

65 IRREGULARLY MIRRORED AREA
~any encounters here are as if everyone has a Mirror Image *spell cast on them.*

66 ANCIENT MEDITATION ROOM
~Thoughts of all who have meditated here before are vaguely audible if you sit still long enough. 10% chance per minute of some useful information about the surrounding area being passed on.
~Lower Depths: These will be the thoughts of the Ancient Humanoids

67 SOUNDS *and* CONVERSATION FROM A DISTANT AREA OF THE NEBULITH ARE CLEARLY AUDIBLE HERE.

68 WIND TUNNEL FROM EXTERIOR OF NEBULITH
~acts as a Gust of Wind *spell.*
~Lower Depths: Vented steam

69 AREA IS CHEST DEEP IN FUNGAL OOZE *or* UNFROZEN ASH
~anyone moving through moves as if Slowed.

70 A BLACK *and* PURPLE FIRE HERE CASTS STRANGE SHADOWS THAT BURN VISITORS OUTLINES ONTO THE WALLS
~After 10 minutes the shadows peel themselves off the walls and become sentient beings of rock and shadow, with ideas of their own, but the shape and abilities of their "parent."

71 DEADFALL TRAP ACTIVATED BY OPENING A DOOR
~a heavy block falls where the door opener stands.

72 AN ADVENTURING PARTY OF COMPLETE IDIOTS
~victims of a Feeblemind *spell wanders here, barely able to feed themselves.*

73 ANCIENT RUNE ACTIVATES A BALEFUL SPELL: MINDS OF EVERYONE IN THE ROOM ARE SWITCHED AROUND FOR AN HOUR
~Each player plays the character to the left's character.

74 THE FLOOR HERE IS CRACKED *and* PITTED *and* ONE WALL IS POWERFULLY MAGNETIZED
~if they aren't careful, PCs can lose their equipment or even have their entire bodies dragged into a crevasse.

75 NET SNARE PULLS ANYONE IN A 10' RADIUS INTO A HANGING NET.

76 HOT SPRINGS HERE OFFER A CHANCE TO REST *and* REGAIN D4HP *~works once / day.*

77 THERE IS A PARTY OF DEAD ADVENTURERS SITTING AROUND A CAMPFIRE HERE, THOUGH THEY DO NOT KNOW IT
~They can speak and interact but not touch anyone or leave the room.
~They have been here for 150 years.

78 SLOPING WALL LEAD TO THE ONLY WAY OUT WITH A 75% CHANCE OF A ROCKSLIDE.

79 BEARTRAP-LIKE MECHANISM ACTIVATES *and* CLAMPS ADVENTURERS' FEET.

80 PRESSURE PLATE-ACTIVATED TRAP *~fills the room with water at 1 foot per round.*

81 PRESSURE PLATE-ACTIVATED TRAP *~fills the room with ash at 1 foot per round.*

82 PRESSURE PLATE-ACTIVATED TRAP *~fills the room with spiders at 1 foot per round.*

83 WHAT APPEARS AT A DISTANCE TO BE AN ARMED TENGU GUARDING THIS AREA IN THE DARK IS ACTUALLY JUST A "SCARECROW" MADE OF FEATHERS *and* SEVERED LIMBS THROWN TOGETHER BY CLOUDSCRAPERS TO SCARE OFF ANYONE FOLLOWING THEM.

84 *MAGIC MOUTH* UTTERS A *POISON VERSE—BLIND**

85 *MAGIC MOUTH* UTTERS A *POISON VERSE—DEAFEN**

86 SUMMONING ROOM
~all kinds of summoning are easier here: the caster may roll an extra time and pick the one they prefer

**described on p. 201*

87 YOU KNOW YOU NEED A CAVE TO MAKE CHEESE, RIGHT? WELL YOU DO
~A French missionary has discovered the microbes in this particular section of the Nebulith result in exactly the right mix of firm and creamy and has been growing it for a little over three years. He is totally insane. The cheese is good though.

88 AN ORGANIC FUNGOID SPHERE 5' ACROSS WITH COLD, PINK, *and* VELVETY SKIN
~It emits a peachy aroma that inebriates anyone failing a save for 5 minutes. Slicing it open (20HP, AC 14) spills wretched monster-attracting goo on everything (roll 3 encounter checks now) and reveals its heart which can be used to grow 4 more.

89 POORLY-ANIMATED BACKPACK MOVING SPIDERWISE ON TETHERED WEAPONS (KATANA, WAKIZASHI, CLIMBING AXE, STAFF) WHILE STILL ATTACHED TO *and* DRAGGING AROUND A LIFELESS CORPSE
~The disturbing result of a falling-out between a sorcerer and her hired retainer.
~The assortment can attack with one weapon at a time (whichever one isn't being used as a "leg") but is trivial to kill.
~Following the drag marks and blood trail back leads to a few more of them and the entire party's loot—6 people worth of gear plus a spellbook containing 4 unique spells levels 1-4, 1800SP in gems, rings, holy symbols, and other typical adventurer tat.
~The sorcerer has one Sleep *spell in her before she dies.*
~If the party doesn't trace the thing back immediately to its lair, the smell attracts more monsters.

90 FLOOR PRESSURE PLATE ACTIVATES FUSILLADE OF POISON DARTS.
~Upper Reach: The trap is a rune that makes any who fail a save forget the last hour

91 DYING ADVENTURER IN TREMENDOUS PAIN *~they will scream "Kill me! Please! Kill me!" if they see anyone and the noise will attract encounters.*

92 THE ONLY WAY FORWARD IS AN INCREDIBLY NARROW PASSAGE THAT CAN ONLY BE CRAWLED THROUGH LIKE A CHIMNEY
~It eventually leads to an ordinary chamber but its at least 200' long—which is scary until you find the exit—and any random encounters in here will be very difficult.

93 LONG AGO SOMEONE BUILT THIS 4-WAY JUNCTION SO IT SPINS AS SOON AS ITS EMPTY
~It leads North-South-East-West when you first enter but leads Up-Down-East-West the next time you end up in it.

94 ICY FLOOR PLUS SOME OLD TRIPWIRES HERE ARE ENOUGH TO CAUSE A FEW POINTS OF DAMAGE IF YOU FALL, *~more if you fall during an encounter.*

95 THIS PART OF THE NEBULITH NETWORK IS ON AN EXTREME EDGE *and* HAS BEEN EXTENSIVELY DAMAGED BY EARTHQUAKE *or* MAGICAL COMBAT
~the entire multiroom complex will fall off and land in the ocean soon, though there are enough chambers that there will be air trapped inside for an hour after.

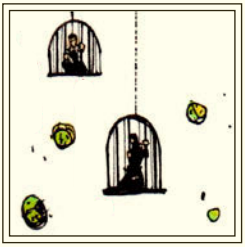
96 CHEMICAL IMPURITIES *or* MAGIC HAVE MADE THE WALLS WITHIN THIS NETWORK OF 4D6 SURROUNDING ROOMS CLEAR AS GLASS *and* OPEN TO THE SUN
~during the day you can see creatures coming and they can see you, at night you can see light sources several rooms distant.

97 LARGE CHAMBER WHICH IS MOSTLY THIN ICE OVER A FREEZING COLD POOL
~some kind of small carnivorous fish inside. There's hundreds of SP worth of coins and equipment scattered across it but also clear breaks in the ice where whoever was carrying it fell through the ice and died.
~Lower Depths: There's no ice but instead a sheet of volcanic glass over a warm mineral pool

98 FREAK ATMOSPHERIC *or* MAGIC CONDITIONS HAVE CREATED A TUNNEL WHERE THE FLOOR IS LAVA BUT THE WALLS HAVE PATCHES OF ICE. *~Climb carefully.*

99 A DEEP CHASM BETWEEN ENTRANCE *and* EXIT, TOO FAR TO THROW A ROPE.
~There are balloon-like fungi spores here filled with some lighter-than-air substance even more buoyant than helium, ranging from the size of a beachball to a horse
~Someone lucky and talented could probably leap from one to the next and make it across.

00 THE ONLY WAY ACROSS THIS CHAMBER *or* GAP IS ACROSS A GIANT SPIDER WEB.



NEBULITH POOLS

1 QUICKSAND
2 LAVA
3 FUNGI-LADEN WATER
4 MIRAGE OF FRESHWATER *~but is actually sentient quicksand*
5 ACID
6 SULPHUR
7 HEALING
~D6
~works once per day per creature
8 PHOSPHORESCENT *~evidence it's been visited by Izumi*
9 TIME MAGIC
~time stands still outside the pool for anyone fully-submerged
10 BOILING
11 WEIRD MAGIC
~spellcasters lose a random spell
~non-casters gain one
12 AZURE TELEPORTING POOL
~leads to another distant similar pool
13 PHEROMONE POOL
~anyone bathing is sexy for the next hour
14 FULL OF NIBBLING FISH
15 POOL OF GELATINOUS STINGING GOO
16 NORMAL
~but is secretly a functioning wishing well
~percentage of wish coming true equals # of SP thrown in.
~Works once per year.
17 FULL OF JELLYFISH
18 CLEANSING
~Purifies Food and Drink *as spell, removes curses*
19 CURSED
~anyone touching it must bathe here once per week
20 DEMON BLOOD

NEBULITH SCRAPE REPORTS

1 Giant bats have strangely begun cooing on all levels of Nebulith.

2 Firefly Women refusing to venture into lower Nebulith ocean-side indicating the Seasnake Medusa may be in vicinity.

3 Reports of Undermutants using pack-hunting tactics.

4 Multiple parties have reported seeing an extremely pale, beautiful woman in a black kimono scaling cavern walls.

5 Single Giant Octopi tentacles have been witnessed probing dry tunnels more than 100 feet from ocean water sources.

6 Some new species of Semi(cicada) nymph has molted its exoskeleton and begun its mating call, the brood is so large and loud, verbal communication in the lower Nebulith is impossible above the din. Expected to last a week or so.

7 Reports of mass tengu movement with dozens of human slaves at surface level on east side.

8 Cloud Slithers have been reported on the exterior of the Nebulith.

9 A large room containing chests of unknown metal with lost civ markings was discovered by cloudscrapers. Unfortunately the entrance passageway caved-in on three members of the party, they are requesting excavation help for a share of room's contents. The entire area remains unstable.

10 Almost all of the waterfalls, streams and rivulets have have slowed to a trickle as if something is barricading or damming the water sources in the Upper Nebulith.

11 Cave Wyverns seem to be swarming. Gliding in circles in great numbers in the large caverns and cavities of the Nebulith.

12 Strong acrid unknown smoke is permeating the Central and Upper Nebulith.

13 In the last three days the normally quiet Kubasaki dragon has been roaring, sending delayed shock waves of reverberating sound throughout the entire Nebulith and causing increased dust, falling rocks and cave-ins.

14 New pterodactyl nesting grounds discovered on the Upper Nebulith ocean-side.

15 Members of the Chuzan-ti and White Deer Dojos have cordoned off a newly discovered cavern, only party members known to either of the respective dojos may approach.

16 Two days of torrential rain outside have caused slick, wet, or muddy passageways, brutal humidity, swarms of flying insects and surging waterfalls and streams inside the Nebulith.

17 The hermit sage has not been in his Upper Nebulith dwelling for 3 weeks and is presumed dead.

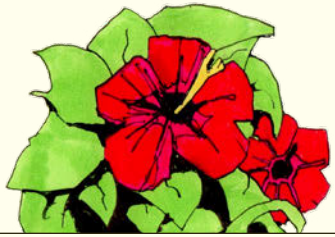
18 High winds have caused giant ladybugs to burrow deeper into the Nebulith in numbers that completely clog entire tunnel passages.

19 Natural clouds are covering and permeating the Upper Nebulith, essentially covering the external exits and entrances.

20 A grave-cavern with hundreds of cloudscraper bones and Nebulith-creature remains has been discovered in the Upper Nebulith, they appear to be frozen and hundreds of years old.

NEBULITH SMELLS

1 WET STONE, MUSHROOMS, MOSS, *and* MILDEW
2 ARMPITS
3 SESAME OIL
4 DECOMPOSING FLESH
5 OCEAN AIR
6 CAMPFIRE SMOKE
7 A FLORAL SCENT *~but one you haven't smelled before*
8 SINGED / BURNING HAIR
9 PINEAPPLE
10 FISH COOKING IN SOY SAUCE
11 LILAC
12 RAW SEWAGE
13 NIGHT JASMINE
14 OLD GROWTH FOREST
15 INFECTION
16 PISS *~from something which isn't human*
17 INDETERMINATE MEAT ROASTING
18 INCENSE
19 WET DOG
20 5000 YEARS AGO



NEBULITH SOUNDS

1 MOANING TUNNEL WINDS HIGH ABOVE.
2 ECHOES OF CLOUDSCRAPERS
~far above or below
3 THE SOUND OF OCCASIONALLY DRIPPING WATER
4 SNIFFING BY SOME TYPE OF LARGE BEAST
~echoing in the tunnels
5 SOUND OF RUSHING WATER
6 DEAFENING SOUND OF A 1000' HIGH WATERFALL
7 REVERBERATING ROAR OF A CAVE WYVERN
~and then a response from miles away.
8 CHANTING IN AN UNKNOWN TONGUE
9 SILENCE, UTTER *and* COMPLETE
10 FALLING DIRT *and* PEBBLES
~then rocks ~then boulders.
11 SCREAMS OF A HUMAN BEING MAULED
~indeterminate direction and altitude but within 1000 feet.
12 GNAWING *and* SCRAPING BEHIND THE ROCK WALLS
13 WHISTLING *~but definitely not of a human.*
14 AN AMPLIFIED HUMAN HEARTBEAT
15 SOUND OF STEAM ESCAPING
16 HOWL OF A BOONIE DOG
17 SOMETHING METAL BEING DRAGGED OVER ROCK
18 WHAT APPEARS TO BE THE WAILING OF A BABY
~there are no babies in the Nebulith
19 TWO VERY LARGE SPLASHES
~into a very deep pool of liquid.
20 A TAIKO DRUM *and* SHAMISEN
~at a great distance

NEBULITH TUNNELS

1 CARVED BY HUMAN CHISEL
~Jagged walls, ceiling and floor, 6' diameter, normal gradients both up and down. Will occasionally have fastened ropes or floor-cut stairs.

2 CARVED BY FAST RUNNING WATER
~damp, smooth floors and walls, stalactite ceilings, 3'W x 20'H, abrupt turns, many dead-ends, downward (occasionally extreme) gradient, will typically end in deep-water pool or waterfall.

3 CARVED BY SLOW, TRICKLING WATER
~2 inches of water on floor, smooth walls 5'W x 10'H irregular ceiling, meandering turns.

4 CARVED BY SAND *and* SALTWATER-LADEN, HIGH WINDS
~rounded-rock edges, extreme changes in vertical gradients, fluctuating diameters from 2' up to 30'.

5 CARVED BY TENGU
~generally 3' x 4', filthy with feathers and detritus, confusing, illogical with numerous: cutbacks, vertical climbs, peepholes, secret side tunnels and traps. Extreme and sporadic gradient changes.

6 CARVED BY CAVE WYVERN
~large 15'W x 30'H, claw-marked walls and floors, foul- smelling, sharp turns, gentle gradient will always end at incredibly large internal cavern with a sheer drop-off whence they glide.

7 CARVED BY LAVA EMERGING FROM BELOW
~alternating in size and texture from jagged stone to sharp, hardened-black glass. Some still steam and smoke.

8 CARVED BY FUNGI
~certain fungi appear to be eating the very cloudrock as food; creating irregular tunnels and caverns with an almost iridescent glow.

9 CARVED BY THE ORIGINAL EXPLOSION
~the random, beautiful twists and turns inherent to pillars of smoke and ash, created gaps, cavities and natural fissures when solidified and form irregular shaped pathways to different areas within the Nebulith. The loadbearing capabilities of newly discovered "cloud-crack tunnels" may only be ascertained by trial and error.

10 CARVED BY THE MIST WOMAN
~certain tunnels seem to be of almost perfect size, shape, and gradient for exploring the Nebulith. These tunnels are teeming with fungal, plant, insect and animal life regardless of the level of natural light present. Such tunnels are commonly believed to be the pathways of the Mist Woman.

11 THERE ARE PERFECTLY-CARVED, VERTICAL SHAFTS WITH A 10 FOOT DIAMETER IN DOZENS OF PLACES THROUGHOUT THE NEBULITH
~They are too perfectly-carved to have been made by human hands. They extend for thousands of feet up and down in pitch blackness; cloudscrapers call them "Oni-ladders."

12 MASSIVE SCORCHED TUNNELS
~believed to have been made by the fires of the Kubasaki Dragon, cavernous diameters.

13 MADE BY IMPLOSION
~The puncturing of airless cavities (vacuums) leftover from the original eruption, and the violent introduction of air into these spaces causes implosions which often result in the formation of new caves and tunnels within the Nebulith. Careful with that pick-axe!

14 TUNNELS MADE FROM THE BURROWING-ROOT SYSTEMS OF NEVER-BEFORE- SEEN, JURASSIC-SIZED VINES *and* PLANTS.

15 CARVED BY DEATH
~there are tunnels that appear to be "alive with death;" skeletal remains, pungent odor, and nothing lives on the walls or in the waters of these tunnels including roaches, even light and sound sources only seem to punch through the darkness of these tunnels at one-half strength. Usually found in lower Nebulith but more and more have been uncovered in the central Nebulith.

16 TUNNELS LINED WITH BLEACHED, WHITE CORAL
~rumored to be the creation of Izumi the Seasnake Medusa. 5'W x 10'H, it is almost impossible to step without breaking and crunching the coral underfoot.

17 OPALESCENT, PEARL-WHITE TUNNELS
~usually encountered in the Upper Nebulith rumored to have been created by the Hachi Bushū (Eight Legions) of Deities and Demi-gods / goddesses.

18 HALF-MOON TUNNELS
~large 10' x 10' diameter tunnels that always have a waist-high layer of white and pale blue-marbled fog on the floor. The fog is harmless, what it conceals is not.

19 DUST TUNNELS
~Small extremely smooth tunnels coated with a very powdery dust of finely ground Nebulith rock. These tunnels maybe encountered in any level of the Nebulith, almost never change elevation and seem to run in concentric circles around the core of the plume. Most that use these tunnels must crawl or squat until it bi-sects a cavern or tunnel of a different type. Origins unknown.

20 CORKSCREW TUNNELS
~Large 15' x 15' carved, smooth tunnels with continuous, evenly-spaced corkscrew markings on their walls, cielings and floors. These tunnels are almost always on a slight angle and have wide, gentle turns. Cloudscrapers report that travelling and staring forward in these corkscrew-patterned tunnels by flickering torch or lantern light may cause cloudscrapers to experience hallucinatory effects within as little as an hour. Some say the tunnels were made centuries ago by a group of cloudscraping dwarves with strange devices; others claim they are made to this day by some yet-unnamed beast of the Nebulith to lure unsuspecting cloudscrapers deeper into the interior of the cloud-rock.

POTIONS *~see Treasure Table p. 288*
RARE TEXTS *~see Treasure Table p. 290*

SETTLEMENT TABLES—

ALCOHOL SERVED

Roll until you get the same result twice

1 AWAMORI *rice and sugar cane distilled alcohol*

2 INFUSED AWAMORI
~Awamori infused with herbs, mushrooms, and / or water trickling from the heights of the Nebulith
~1 cup = 1HP
~more than one cup causes hallucinations
~save after each drink after the first, or be subjected to an effect equal to a Standard Drug—see DRUGS section—each round until player does save

3 COLLAR CITY ALE

4 HABU SAKE
~Sake aged with habu snake inside

ATTITUDE TOWARD OUTSIDERS

1 FRIENDLY

2 UNFRIENDLY

3-4 50-50 CHANCE FOR EACH NPC

MAIN OCCUPATION

1 FISHING

2 *Jungle:* HUNTING
Coastal: WHALING

3 SEA SALT HARVESTING

4 DYEING

5 RICE FARMING

6 DISTILLING SAKE *and* AWAMORI

7 BOAT BUILDING

8 BLACKSMITHING

9 LIVESTOCK FARMING

10 FRUIT / VEGETABLE FARMING

11 NOODLE-MAKING

12 SUGAR-CANE FARMING

NOTABLE LOCALS

1 PRIEST

2 YUTA

3 POET

4 SAGE

5 PIRATE

6 RONIN

7 NINJA SPIES

8 RETIRED CLOUDSCRAPER

9 MERCENARIES

10 HERMIT *~with martial arts secret*

11 DISGUISED ONI

12 POLITICAL OFFICIAL

SPECIAL INFORMATION *or* RUMOR ONLY THE VILLAGERS HERE HAVE

1-2 LOCATION OF AN ITEM IN THE NEBULITH

3-5 LOCATION OF AN ITEM IN THE JUNGLE

6-7 LOCATION OF AN ITEM OFF THE COAST

8 LOCATION OF AN ITEM IN THE COLLAR

9 LOCATION OF A FORGOTTEN SHRINE

10 WEAKNESS OF A LOCAL MONSTER

11 LOCATION OF A LOCAL MONSTER

12 SECRETLY IN LEAGUE WITH LOCAL BANDITS

13 ENVIRONMENT MAKES IT DIFFICULT TO NAVIGATE OUT OF HERE WITHOUT THEIR HELP

14 MARTIAL ARTS SECRET

15 AN IMPORTANT NPC IS HIDING THERE

16 FOOD *or* DRINK THAT'S ONLY AVAILABLE HERE IS DELICIOUS

17 A NEARBY TREE HOUSES A FAMILY OF KIJIMUNA

18 SOMEONE HERE WAS RECENTLY MURDERED

19 A LOCAL *or* LOCAL FAMILY IS CURSED

20 A FAMILIAR LOCAL SIGHT *or* LANDMARK HAS MAGICAL PROPERTIES

STANDARD TAVERN & INN FARE

Roll D4 times

1 GOYA CHAMPURU
~stir fried bitter melon, pork, and tofu

2 RAFUTE *~simmered pork belly*

3 AWA-NIKKAN SOBA
~local staple, noodles and broth with slices of pork belly, sliced ginger, fish cake. +1HP
~works once per day

4 MUUCHI
~rice pounded into a paste with added sugarcane sugar or purple sweet potato wrapped in jungle leaf
~portable = 1 day's ration

5 SHIMA BANANAS, PINEAPPLE, MANGOES
~portable =1 day's ration

6 YOMOGI *mugwort herb* RICE

7 NAKAMI JIRU *pig intestine soup*

8 IKA SUMI JIRU *squid ink soup*

9 YAGI JIRU *goat soup*

10 SAME *~shark, fire-grilled*

11 GURUKUN
~Awa Nikko ocean fish, fire-grilled.

12 YAKI SOBA
~fried noodles with vegetables and meat

TEA HOUSE FARE

Roll until you get the same result twice and at least one kind of tea

1 SANPINCHA *jasmine* TEA
2 OOLONG TEA
3 HIBISCUS TEA
4 GREEN TEA
5 SHIIKUWASA *citrus lemon* JUICE
6 PINEAPPLE JUICE
7 CHINSUKO *~Awa Nikkan cookies*
8 ROLL ON Standard Tavern & Inn Fare TABLE

UNUSUAL FEATURE

1 CAPTURED CREATURE AS GUARD
2 CLIFFSIDE
3 LAKESIDE
4 ON A ROCK FORMATION
5 ON A MOUNTAINTOP
6 HAS A TEMPLE *~town only*
7 HAS A DOJO *~town only*
8 UNUSUALLY TASTY / VALUABLE LOCAL FRUIT
9 DEALING WITH BANDITS
10 DEALING WITH JUNGLE MONSTERS
11 DAIMYO'S MEN VISITING
12 IN A MARSH

SOME NPC CLOUDSCRAPERS

These are higher-level examples, for lower-level ones you can use the NPCs straight out of the Bestiary.

1 HUMORLESS TSURU

Wizard (Magic-User)

Humorless Tsuru has but one interest—acquiring rare substances from the Nebulith—which he pursues with dogged dedication. He has been organizing expeditions into the plume for years, often with the help of his *Charm* spells, which grant him an appeal he otherwise lacks.

	none	*leather armor*	*leather armor + amulet*
	12	14	16
	level 4	*level 6*	*level 8*
HP	10	15	20
ATTACK	+1 TO HIT		

UNUSUAL SCORES

WISDOM	16
INTELLIGENCE	17
STRENGTH	3
CHARISMA	5

EQUIPMENT

level 4	*level 6 add...*	*level 8 also add...*
TEN-FOOT POLE	7 DARTS	CROW-HEAD AMULET *granting +1 AC*
GRAPPLING HOOK & ROPE	LEATHER ARMOR	*jar of* RED INK
TELESCOPE	MAGIC DOG TATTOO *all senses are enhanced Search 2 / 6 and +1 to other related checks*	ICEPICK
BACKPACK		*2 jars of* HIGH LAKE WATER
7 days' RATIONS		A CALENDAR *accurately predicting the weather for the next week*
SPELLBOOK *in hand-scroll form*		
7 doses of MAJESTIC RIDLEÉ *see DRUGS in the Treasure Table*		
SHORT SWORD		
KNIFE		
CALTROPS		

SPELLS

level 4	*level 6 add...*	*level 8 also add...*
CHARM PERSON	*IDENTIFY*	*LIGHT*
SLEEP	*GUST OF WIND*	*DETECT INVISIBLE*
ESP	*HOLD PERSON*	*CHARM MONSTER*
WALL OF FOG		*POLYMORPH OTHERS*

2 BAD SWAN

Wizard (Magic-User)

A former pyrotechnician, Bad Swan has an entirely-deserved reputation as an agent of chaos. While his magical abilities undeniably make him an asset to an adventuring party, his judgment is often overpowered by his sense of novelty and adventure. He likes setting things on fire.

leather + high Dexterity

	level 4	*level 6*	*level 8*
15			
HP	11	14	23
ATTACK	+1 TO HIT MÊLÉE +2 TO HIT MISSILE		

UNUSUAL SCORES

DEXTERITY	14
INTELLIGENCE	15
WISDOM	6

EQUIPMENT

level 4	*level 6 add...*	*level 8 also add...*
FLINT & TINDER	TENGU-BONE DAGGER *+3 vs oni*	MASK *allowing* Change Self *once / day*
8 flasks of OIL	MAGIC HABU SNAKE WINE *you drink it but our enemy gets drunk*	KIMONO *which can cast* Mirror Image *once / day*
50' ROPE		
bundle of 10 TORCHES		
CHALK		
MIRROR		
string of 10 FIREWORKS		
MACHETE		
SATCHEL		
LEATHER ARMOR		
concertina-fold SPELLBOOK		
and...	WHISTLING PIGEON	
	3 bottles of AWAMORI	
	SHURIKEN *that delivers Charm spell on contact*	

SPELLS

level 4	*level 6 add...*	*level 8 also add...*
SUMMON	*MAGIC MISSILE*	*SPIDER CLIMB*
SHRINK (opposite of enlarge)	*PROTECTION FROM NORMAL MISSILES*	*INVISIBILITY*
FORGET	*SUGGESTION*	*CONFUSION*
STINKING CLOUD		*SEVEN GATES*

3 CRACKING BRIDGE

Samurai in the service of Lord Falling Wave

The dashing young Cracking Bridge gained favor in the daimyo's court by virtue of poems celebrating the majestic and harrowing sights he experienced while carrying out various rescues, scouting missions and retrieval projects within the Nebulith for Lord Falling Wave. He is secretly addicted to double morning, however—perhaps due to the Samurai class's terrible saving throws—and often organizes expeditions of his own to feed his habit.

partial armor strips (12) | *full samurai armor* (16)

	level 4	*level 6*	*level 8*
HP	18	27	36
ATTACK	+5	+8	+10

UNUSUAL SCORES

STRENGTH	16
CHARISMA	17

EQUIPMENT

level 4	*level 6 add...*	*level 8 also add...*
IRON SPIKES	GIANT SNAKE-TOOTH DAGGER *enchanted to deliver 10th-level* Forget *spell.*	5 MAGIC PLUMS *that heal D8 per bite*
HAMMER	FULL SAMURAI ARMOR	VALUABLE SCROLL *of rare 3rd century poems*
FLINT & STEEL		*4 doses of* DOUBLE MORNING *see DRUGS in the Treasure Table*
TORCHES		
3 flasks of OIL		
SOAP		
ARMOR STRIPS		
SHORTBOW		
12 ARROWS		
KATANA		
WAKIZASHI		

ABILITIES

level 4	*level 6 add...*	*level 8 also add...*
LIGHTNING STRIKE	BUSHCRAFT 3 / 6	+1 TO ALL SAVING THROWS
BUSHI TACTICS		+1 TO DAMAGE WITH KATANA

4 OLD LION

Samurai formerly in the service of the Lord White Plain

The ronin known in The Collar as Old Lion first arrived on Awa Nikko on an assignment for the mainland daimyo Lord White Plain but soon decided he preferred the island lifestyle to serving as a pawn in the daimyo's schemes. He now hires his sword out to whoever can pay.

full samurai armor + helmet (17)

	level 4	*level 6*	*level 8*
HP	27	35	45
ATTACK	+6	+10	+10

UNUSUAL SCORES

CONSTITUTION	13

EQUIPMENT

level 4	*level 6 add...*	*level 8 also add...*
50' ROPE	SHOVEL	BOONIE DOG *named Grace with silver teeth*
GRAPPLING HOOK	POTION *allowing user to make a noise like a pterodactyl*	POTION *granting invisibility to demons*
5 TORCHES	BEAR TRAP	
KATANA		
5 flasks of OIL		
bag of FINE SAND		
CROWBAR		
6 days' RATIONS		
HAMMER		
SPIKES		
FULL SAMURAI ARMOR		
HELMET		

ABILITIES

level 4	*level 6 add...*	*level 8 also add...*
LIGHTNING STRIKE	BUSHCRAFT 3 / 6	+1 TO ALL SAVING THROWS
BUSHI TACTICS		+1 TO DAMAGE WITH KATANA

5 IMMACULATE HAND

Ninja

Immaculate Hand spies on Lord Falling Wave for the Shogun while wearing the guise of a calligrapher. He has been instructed to gather all the information he can on the dangers of Awa Nikko in preparation for possible future military or magical action on the part of the imperial forces and has no qualms about enriching himself in the process.

leather + high Dexterity

16	*level 4*	*level 6*	*level 8*
HP	19	26	35
ATTACK	+1 TO HIT MÊLÉE +2 TO HIT MISSILE		

UNUSUAL SCORES

DEXTERITY 17

EQUIPMENT

level 4	*level 6 add...*	*level 8 also add...*
5 SHURIKEN	CALTROPS *containing intoxicant save or be drunk*	*flask of* PLUM WINE
LEATHER ARMOR	2 MAGIC CIGARETTES *smoke causes* Suggestion *spell*	CHARM OF IMMUNITY TO MIND-AFFECTING MAGIC
CALTROPS		*vial of* FUNGI *causing 10' diameter explosion for 2D10HP (save for half)*
MARBLES		
LARD		
GRAPPLING HOOK *on 50' rope*		
5 TORCHES		
6 flasks of OIL		
KUSARIGAMA		
WATERSKIN		

ABILITIES

level 4	*level 6 add...*	*level 8 also add...*
SHURIKEN TECHNIQUE	DODGING STRIKE	DRUNKEN MANTIS RIOT
TWIN STRIKE	*SLEEP*	LEAP STRIKE
STEALTH 6 / 6	*CHARM*	
SNEAK ATTACK 2 / 6		

6 YUKA THE SNAKE

Ninja

Yuka the Snake serves the Society of the Immaculate Chamber, a ninja clan equally dedicated to espionage-for-hire and gathering esoteric knowledge for its own purposes. She has procured dozens of unique artifacts from the Nebulith during her years of service.

leather armor

14	*level 4*	*level 6*	*level 8*
HP	16	23	31
ATTACK	+3	+4	+5

~no unusual scores

EQUIPMENT

level 4	*level 6 add...*	*level 8 also add...*
5 SHURIKEN	MAGIC ARROW *that* Faerie Fire *'s target*	BLACK WAKIZASHI Dispel Magic *on contact with magic effects*
KATANA	*3 doses of* BLACK LOTUS POWDER	TREASURE MAP *into Nebulith*
TANTO	CLIMBING CLAWS	KEY *to Chiru-Gwa's chambers*
2 weeks' RATIONS	POTION *that doubles drinker's age*	
DISGUISE KIT		
3 bottles of PERFUME		
LANTERN		
SOAP		
4 flasks of OIL		
HAMMER		
SPIKES		
GRAPPLING HOOK		
ROPE		
SHORT BOW		
15 ARROWS *3 are whistling head*		
WATERSKIN		
LEATHER ARMOR		

ABILITIES

level 4	*level 6 add...*	*level 8 also add...*
SHURIKEN TECHNIQUE	DISGUISE 4 / 6	CLIMB 4 / 6
LEAP STRIKE	CLIMB 2 / 6	
STEALTH 3 / 6		
SNEAK ATTACK 3 / 6		

7 WET CROW

Noro (Cleric)

Wet Crow grew up in a small village in the mid-island and many years ago decided that the best way to protect it from bandits was to ally herself with a band of cloudscrapers from the mainland that rented rooms in an inn nearby. Since then she has saved their lives and they hers many times over.

armor pieces + low Dexterity

15	level 4	level 6	level 8
HP	11	18	24
ATTACK	+1 TO HIT MÊLÉE +0 TO HIT MISSILE		

UNUSUAL SCORES

WISDOM	14
DEXTERITY	8

EQUIPMENT

level 4	level 6 add...	level 8 also add...
HOLY SYMBOL	FUNGI CAUSING MUTENESS *lasts an hour*	30-EYED PEACOCK FAN *Charm 1 / day*
HAMMER	VOLCANIC CRYSTAL *that glows near undead*	GIANT NEWT BLOOD TINCTURE *regenerate D20 HP*
SPIKES	*sac of* GIANT HALF-MOON SPIDER VENOM	RUSTY KNIFE *covered in oni blood*
GRAPPLING HOOK		
FLINT & STEEL		
LANTERN		
8 flasks of OIL		
gourd of WINE		
2 weeks' RATIONS		
KAMA		
KNIFE		
3 vials of HIGH LAKE WATER		
ARMOR PIECES		

SPELLS

level 4	level 6	level 8
BLESS	*RESIST COLD*	*INVISIBILITY TO UNDEAD*
COMMAND	*RESIST FIRE*	*REMOVE CURSE*
TURN UNDEAD	*DISPEL MAGIC x2*	*CURE SERIOUS WOUNDS*
HEAT METAL		*NEUTRALIZE POISON*

8 FAT-ON-THE-BONE

Noro (Cleric)

Fat-On-The-Bone is a no-nonsense noro who ministers to the cloudscrapers of The Collar. She believes that keeping the terrors and magics of the Nebulith from getting out into the rest of Awa Nikko is the price they pay for the opportunity to plunder the riches within.

armor pieces

16	level 4	level 6	level 8
HP	21	33	42
ATTACK	+1 TO HIT		

UNUSUAL SCORES

CONSTITUTION	13

EQUIPMENT

level 4	level 6 add...	level 8 also add...
HOLY SYMBOL	OWL-CLAW PENDANT *+2 to grappling*	CHARM OF *IMMUNITY TO DEATH* MAGIC
GRAPPLING HOOK & 40' ROPE	WHITE DARUMA CHARM *Keeps one curse from affecting the wearer as long as it's worn*	A TENGU KEY *that'll lock any door*
TINDERBOX		IVORY PROSTHETIC EAR *that understands any eastern tongue (spoken only)*
4 TORCHES		
8 flasks of OIL		
2 weeks' RATIONS		
PICKAXE		
KNIFE		
7 vials of HIGH LAKE WATER		
ARMOR PIECES		

SPELLS

level 4	level 6 add...	level 8 also add...
PURIFY FOOD & DRINK	*BLESS*	*SANCTUARY*
CURE LIGHT WOUNDS x2	*SILENCE 15' Radius*	*REMOVE CURSE*
AUGURY	*RESIST FIRE*	*CURE DISEASE*
	SACRIFICE	*DETECT LIE*
	DISPEL MAGIC	*PROTECTION FROM EVIL 10' Radius*

9 LONG RAKE

Yuta

Long Rake hails from a village a few miles from The Collar, and, at a young age made a deal to recover certain bones of occult importance for a certain crow spirit in exchange for its aid in addressing a plague afflicting her home. In the course of fulfilling this bargain, she had cause to visit The Collar, recruit three bodyguards, and travel into the Nebulith. She was successful, and she was dazzled by the wonders within—she has been cloudscraping ever since.

leather armor

	level 4	level 6	level 8
HP	12	20	29

ATTACK +1 TO HIT

UNUSUAL SCORES

WISDOM 16

EQUIPMENT

level 4	level 6 add...	level 8 also add...
HOLY SYMBOL	DAGGER *that delivers a* Bone Curse* *spell*	MOUSE-SHAPED CHARM *that gives 3 / 6 Stealth*
LEATHER ARMOR	NET	SHARPENED MAGIC CHOPSTICKS *that do 5D6HP damage to undead (once)*
2 vials of HIGH LAKE WATER	CUP *that turns anything poured into it into a random potion 1 / day*	
LONGSWORD		
3 days' RATIONS		
SAKE		
10' POLE		
50' ROPE		

MAGIC

level 4	level 6 add...	level 8 also add...
*YUTA'S CURSE** *currently carries* A CHEWING GUM *that allows* Speak with Birds*	AWAMORI *that will* Cure Serious Wounds	CRYSTAL *that casts* Wall of Fog *when shattered*
A POTION *of* Delay Poison	*a bag of* THORNS *that act as caltrops casting* Slow	A GLOVE *allowing her to* Dispel Magic
~and 3 OPEN SLOTS OF SPELLS *up to level 4*	*~and the three open slots may be used to cast spells up to level 6*	*~and the three open slots may be used to cast spells up to level 8*
~ritual spells take 15 minutes to cast	*~ritual spells take 10 minutes to cast*	*~ritual spells take 8 minutes to cast*

ABILITIES BUSHCRAFT 4 / 6

10 SUKI THE CHEWER

Yuta

So named due to having once bitten her way through the rope one of Lord Falling Wave's tax collectors hoped to hang her with, Suki has a gift for self-preservation. No-one knows where on the island she came from or why the spirits seem to favor her, but they do. She has provided aid and counsel to those seeking their fortune in the cloud for 15 years.

leather armor

	level 4	level 6	level 8
HP	11	14	26

ATTACK +1 TO HIT

~no unusual scores

EQUIPMENT

level 4	level 6 add...	level 8 also add...
HOLY SYMBOL	SHORT BOW *with 16 arrows*	ALGAE *that causes the victim to forget the last hour*
LEATHER ARMOR	*jar of* INK	PINK DARUMA CHARM *+1 Charisma*
vial of HIGH LAKE WATER	FIRE CORAL SHANK *save or be unable to move for an entire round after*	
PICKAXE	PURIFIED HABU VENOM *save or take D20HP*	
10' CHAIN		
bag of FLOUR		
6 days' RATIONS		
4 TORCHES		
3 flasks of OIL		
50' ROPE *with grappling hook*		

MAGIC

level 4	level 6 add...	level 8 also add...
*YUTA'S CURSE** *has two* TATTOOS *due to* Bestow Spell Ability *each of which allows an instant* Protection from Magic* (Sleep *and* Charm)	*two new* TATTOOS *due to* Bestow Spell Ability *which allows an instant* Cure Serious Wounds *and an instant* Insect Plague	A CHIME *that casts* Hold Person *when struck*
~and 1 OPEN SLOT OF SPELLS *up to level 4*	*~and one open slot may be used to cast spells up to level 6*	*~and now two open slots which may be used to cast spells up to level 8*
~ritual spells take 15 minutes to cast	*~ritual spells take 10 minutes to cast*	*~ritual spells take 8 minutes to cast*

ABILITIES BUSHCRAFT 2 / 6

**described beginning on p.198*

11 SIR DOUGLAS CARTHINGHAM PILLWORTHY III

Specialist

A naturalist from the West, Sir Douglas Carthingham Pillworthy III first came to Awa Nikko in the name of rolling back the borders of human knowledge. However, he soon became enchanted with the women of the island and decided to stay. He hires himself out to expeditions as a translator and scholar, though he has learned to handle himself in a fight—mostly by sniping from cover.

leather armor + high Dexterity

	level 4	level 6	level 8
HP	12	20	27

ATTACK +1 TO HIT MÊLÉE
+4 TO HIT MISSILE

UNUSUAL SCORES

DEXTERITY	18
INTELLIGENCE	13
WISDOM	5

EQUIPMENT

level 4	level 6 add...	level 8 also add...
LEATHER ARMOR	THE UNSEEN FORTRESS	CURSED JADE PENDANT *which forces the wearer to sleep each night in the Nebulith*
LIGHT CROSSBOW *with 15 bolts*	THE POLYMORPHICA	6 doses of AARCZYCK *see DRUGS in the Treasure Table*
GRAPPLING HOOK ON ROPE	THE SECOND PATH	
CHALK	*~see RARE TEXTS in the Treasure Table*	
INK	5 DARTS *coated in habu venom*	
NOTEBOOK		
5 TORCHES		
6 flasks of OIL		
TINDER		
SHORT SWORD		
2 days' RATIONS		

ABILITIES

level 4	level 6 add...	level 8 also add...
LANGUAGES 6 / 6	ARCHITECTURE 6 / 6	SEARCH 6 / 6
ARCHITECTURE 4 / 6	SEARCH 4 / 6	TINKER 3 / 6
SEARCH 2 / 6		

12 ASUKA THE FINCH

Specialist

Asuka the Finch sells drugs. Good drugs, bad drugs, mediocre drugs, she is not picky. She is, however, aware that the rarer the drug the higher the price and so has joined or initiated many sorties into the Nebulith with the purpose of getting weird drugs. She is wanted in 10 fiefdoms, but Awa Nikko is not one of them.

leather armor

	level 4	level 6	level 8
HP	18	27	47

ATTACK +1 TO HIT

UNUSUAL SCORES

CONSTITUTION	15
CHARISMA	17

EQUIPMENT

level 4	level 6 add...	level 8 also add...
LEATHER ARMOR	*8 doses of* BLUE SHADE	LOCK & KEY
GRAPPLING HOOK *on 38' of rope*	*9 doses of* GLEAMING EEL WHITE	*8 vials of* ACID
SPIKES	*1 dose of* PURPLE LOTUS POWDER	*6 doses of* SECOND ECHO
HAMMER	*~see DRUGS in the Treasure Table in all three cases*	BLOWGUN *with 8 darts*
6 TORCHES	A 1HD SEVERED HAND *that obeys her commands*	*4 doses of* COAST THREELEAF *see DRUGS in the Treasure Table*
4 flasks of OIL		
DAGGER		
MARBLES		
6 DARTS		
12 doses of SISTER LEAF *see DRUGS in the Treasure Table*		
SATCHEL		

ABILITIES

level 4	level 6 add...	level 8 also add...
STEALTH 4 / 6	STEALTH 6 / 6	SNEAK ATTACK 6 / 6
SNEAK ATTACK 3 / 6	BUSHCRAFT 4 / 6	BUSHCRAFT 3 / 6
CLIMB 5 / 6		
BUSHCRAFT 2 / 6		

13 ZAKU ZAKU

Karate Master of the Hokuzan-ti dojo

Zaku Zaku has been fascinated by the way of the open hand since he first saw his bullying older brother get the snot kicked out of him by a young girl half his height. Since then he has spent his days honing his skills and his nights heading out on dangerous jobs to pay for a lifestyle of spending all day honing his skills.

leather + high Dexterity + random martial arts ability

19	*level 4*	*level 6*	*level 8*
HP	17	24	34
ATTACK	+3 TO HIT MÊLÉE	+4 TO HIT MÊLÉE	+6 TO HIT MÊLÉE
	+6 MISSILE	+7 MISSILE	+9 MISSILE

UNUSUAL SCORES

CONSTITUTION	14
DEXTERITY	18
INTELLIGENCE	8

EQUIPMENT

level 4	*level 6 add...*	*level 8 also add...*
LEATHER ARMOR	*3 doses of* VIOLET LOTUS POWDER	WEBGLOVE *throws a* Web*like spell 3 / day*
GRAPPLING HOOK *on 50' rope*	SINGING CRICKET IN CAGE	YELLOWISH GOO *that purifies water and makes water elementals docile.*
bag of FLOUR	MUGWORT HERB *extra save against poisons and illnesses*	
SHORTBOW *with 9 bolts*		
10' POLE		
LEATHER GLOVES		

ABILITIES

level 4	*level 6 add...*	*level 8 also add...*
ASCENDING TECHNIQUE	STUNNING STRIKE	MONKEY WHEEL
UNARMED STRIKES DO D4+3		
DROP STRIKE		
+2 AC		

14 LEAPING DOG

Karate Master of the Nanzan-ti dojo

Leaping Dog is not bright. "Leaping Dog," they used to say, "you're a tough lad but you've got no brains, attach yourself to some other tough lads and make sure one of them is smart enough to tell you when to take a bath and when to clean your teeth." He did. He attached himself to the Nanzan-ti dojo and thereafter to anyone who needs a big guy to stand between them and monsters.

(none)

12	*level 4*	*level 6*	*level 8*
HP	17	34	48
ATTACK	+5 TO HIT MÊLÉE	+6 TO HIT MÊLÉE	+8 TO HIT MÊLÉE
	+3 MISSILE	+4 MISSILE	+6 MISSILE

UNUSUAL SCORES

CONSTITUTION	15
STRENGTH	16
INTELLIGENCE	5

EQUIPMENT

level 4	*level 6 add...*	*level 8 also add...*
NUNCHAKU	TATTOOS *granting one* Feather Fall, Water Breathing *for 24 hours, and one* Spider Climb	*uninuti of* AWAMORI *containing 4 doses of fire breathing, 15 foot cone, save or take 3D6*
1 week's RATIONS		
WATERSKIN		

ABILITIES

level 4	*level 6 add...*	*level 8 also add...*
ASCENDING TECHNIQUE	LUCKY STRIKE	SHATTER KICK
UNARMED STRIKES DO D4+2		
NUNCHAKU STYLE D4HP+3HP		
BEAR STRIKE		

15 FIFTH SISTER

Pirate

Fifth Sister was born on a pirate ship, to Glowering Keiko, Shrieking Witch of the Black Sea. There were, therefore, certain expectations on her. Fifth Sister fulfilled them, First through Fourth Sisters did not. She is wild and atrocious, with one gold tooth and a lust for all booty.

leather

	level 4	*level 6*	*level 8*
HP	14	19	27
ATTACK	+3 TO HIT MÊLÉE	+4 TO HIT MÊLÉE	+4 TO HIT MÊLÉE
	+2 MISSILE	+3 MISSILE	+3 MISSILE

UNUSUAL SCORES

STRENGTH 15

EQUIPMENT

level 4	*level 6 add...*	*level 8 also add...*
LEATHER ARMOR	TATTOO *granting extra save vs drowning (once)*	KATANA *coated in red oni blood*
WATERSKIN	NET	CROSSBOW BOLT *that teleports the target 20 feet in a random direction*
5 flasks of OIL	SCROLL: RUST OBJECT	
FLINT & STEEL	CHARM OF IMMUNITY TO MIND-AFFECTING MAGIC	
LANTERN		
GRAPPLING HOOK *on 50' rope*		
LIGHT CROSSBOW *with 18 bolts*		
SHORT SWORD		
POTION *heals D8*		

ABILITIES

level 4	*level 6 add...*	*level 8 also add...*
CHARGE ATTACK	SAILING 6 / 6	CLIMB 4 / 6
BOLD SWASHBUCKLING	STEALTH 4 / 6	EXTRA SAVE *vs* INTOXICATION OR FALLING
CANNY IMITATION	+3 TO SAVES	CAN CAST *STINKING CLOUD once*
SAILING 4 / 6	CLIMB 3 / 6	+4 TO SAVES
STEALTH 3 / 6	TINKER 3 / 6	
SNEAK ATTACK 2 / 6		
+2 TO SAVES		

16 RYUJI THE BASTARD

Pirate

No-one knows who Ryuji's father was—thus the name. No-one really cared, either, until one day Ryuji managed to sneak onto the Fog Temple of Seiya The Ungainly and steal the Jewel of Unlikely Virtues. Now he's in high demand on cloudscraping ventures large and small and widely considered a useful guy to have around.

armor pieces

	level 4	*level 6*	*level 8*
HP	14	19	27
ATTACK	+6 TO HIT MÊLÉE	+8 TO HIT MÊLÉE	+10 TO HIT MÊLÉE
	+5 MISSILE	+7 MISSILE	+9 MISSILE

UNUSUAL SCORES

STRENGTH 15

EQUIPMENT

level 4	*level 6 add...*	*level 8 also add...*
ARMOR PIECES	*4 doses of* SPEAKING BROOK *see DRUGS in the Treasure Table*	4 MAGIC ARROWS *which randomly change the color of whatever they hit*
BOARDING AXE	TELESCOPE	*string of 15* FIRECRACKERS
GRAPPLING HOOK	*5 bottles of* AWAMORI	
50' ROPE		
8 doses of SISTER LEAF *see DRUGS in the Treasure Table*		
SHORT BOW *with 9 arrows*		

ABILITIES

level 4	*level 6 add...*	*level 8 also add...*
CHARGE ATTACK	+4 TO SAVES	+5 TO SAVES
BOLD SWASHBUCKLING	SAILING 4 / 6	CLIMB 5 / 6
CANNY IMITATION	CLIMB 3 / 6	SNEAK ATTACK 2 / 6
SAILING 4 / 6	TINKER 3 / 6	
+1 TO SAVES		
STEALTH 4 / 6		
IMMUNE TO INSANITY AND CONFUSION		
+2 TO JUMPING OUT OF THE WAY		
APPRAISAL *see Pirate class abilities*		

17 SQUARE SCAR

Fighter

Square Scar is a long-time veteran of The Collar fighting pits, named after the jagged rim of flesh where a tattoo branding him as a slave used to be He has lived all his days off of his sweat and blood and knows no other life.

armor pieces

16	*level 4*	*level 6*	*level 8*
HP	28	44	60
ATTACK	+6 TO HIT MÊLÉE	+8 TO HIT MÊLÉE	+10 TO HIT MÊLÉE
	+5 MISSILE	+7 MISSILE	+9 MISSILE

UNUSUAL SCORES

CONSTITUTION	17
STRENGTH	14

EQUIPMENT

level 4	*level 6 add...*	*level 8 also add...*
ARMOR PIECES	*jar of* ANGRY BEES	*5 doses of* ICE GLASS *see DRUGS in the Treasure Table*
NODACHI *(2-handed sword)*	DAGGER *coated in intoxicant save or be drunk*	CLOAK *allows user to cast* Sanctuary *once / day*
2 KNIVES	GAUNTLET *that prevents curses*	
SATCHEL		
GRAPPLING HOOK *with 50' of rope*		
THROWING AXE		
NET		

18 TINY EMIKO

Fighter

Tough and stupid, Emiko was born to a family of weak and smart makers of soba-noodles, to whose professions she was poorly-suited. She was good at scaring off thieves and ruffians from the noodlery, however, and so began an immensely violent life. She slew a pterodactyl when she was only 8, and has sought opportunities to refine her talents ever since.

armor pieces

16	*level 4*	*level 6*	*level 8*
HP	33	45	58
ATTACK	+6 TO HIT MÊLÉE	+8 TO HIT MÊLÉE	+9 TO HIT MÊLÉE
	+5 MISSILE	+7 MISSILE	+8 MISSILE

UNUSUAL SCORES

CONSTITUTION	16
STRENGTH	13
INTELLIGENCE	16
WISDOM	8

EQUIPMENT

level 4	*level 6 add...*	*level 8 also add...*
ARMOR PIECES	LOADED DICE	4 MAGIC CIGARETTES *Smoke grants infravision*
PTERODACTYL BONE SWORD	*INVISIBILITY TO DEMONS* POTION	RING *makes her invisible to attractive people*
STILETTO	MUTENESS POTION	
KNAPSACK	BROOCH OF PERFECT HAIR *Wear it and your hair is always perfect*	
GRAPPLING HOOK *with 50' of rope*		
5 TORCHES		
5 flasks of OIL		
1 day's RATIONS		

19 FOURFANGS

Kijimuna hunter

Fourfangs was talent-spotted by a grisly band of cloudscraping toughs while wrestling a giant sword-tailed newt with his bare hands. They offered him a chance at adventure and—with the capriciousness of all his kind—he took it. He enjoys irritating and humiliating enemies before an all-out attack, in order to trick them into making mistakes.

leather armor

14	*level 4*	*level 6*	*level 8*
HP	11	24	31
ATTACK	+5 TO HIT MÊLÉE	+6 TO HIT MÊLÉE	+8 TO HIT MÊLÉE
	+3 MISSILE	+4 MISSILE	+6 MISSILE

UNUSUAL SCORES

STRENGTH	17

EQUIPMENT

level 4	*level 6 add...*	*level 8 also add...*
LEATHER ARMOR	10' POLE	MOURNING BLADE *Katana does triple damage once per day to anyone crying*
GRAPPLING HOOK *with 30' rope*	*pair of* BEADS *crush one and teleport to the location of the other*	LOSER'S DAGGER *casts* Lose the Path *on anyone cut with it.*
sack of BEETLES	SPELL-REFLECTING RING *50% effective*	
bag of SMALL BELLS		
BLOWGUN *with 12 darts*		
3 doses of HABU SNAKE VENOM		
KATANA		

ABILITIES

level 4	*level 6 add...*	*level 8 also add...*
HEAT METAL *1 / day*	BUSHCRAFT 4 / 6	SNEAK ATTACK 3 / 6
STEALTH 5 / 6		
BUSHCRAFT 2 / 6		
SEE HEAT SOURCES *~at 60'*		

20 SILVER NECK

Kijimuna hunter

Fair and swift is Silver Neck, a kijimuna hunter of mild renown. Early in life he was hired as a scout in exchange for eight barrels of fresh cavecarp by a band of Chinese pirates, gaining their trust for life after rescuing them from the cookpot of a megaloid three horses tall. He remains both an imp and a glutton.

leather armor + high Dexterity

15	*level 4*	*level 6*	*level 8*
HP	15	23	32
ATTACK	+3 TO HIT MÊLÉE	+5 TO HIT MÊLÉE	+7 TO HIT MÊLÉE
	+4 MISSILE	+6 MISSILE	+8 MISSILE

UNUSUAL SCORES

DEXTERITY	15
CHARISMA	16

EQUIPMENT

level 4	*level 6 add...*	*level 8 also add...*
LEATHER ARMOR	*string of 20* FIRECRACKERS	A POTION *allowing the user to have the appearance and powers of a red oni for 5 minutes*
SHORT BOW *and 20 arrows*	TATTOO *that causes unfriendly dogs to save or flee for 5 rounds*	
KNIFE		
NAGINATA		
KIJIMUNA WEBSTICK		
HAMMER		
SPIKES		
3 TORCHES		
6 flasks of OIL		

ABILITIES

level 4	*level 6 add...*	*level 8 also add...*
FAERIE FIRE *1 / day*	SLEIGHT OF HAND 3 / 6	SLEIGHT OF HAND 4 / 6
STEALTH 5 / 6		SNEAK ATTACK 4 / 6
SNEAK ATTACK 3 / 6		
SEE HEAT SOURCES *~at 60'*		

SOME SPIRITS ON AWA NIKKO

These spirits, generated using the tables under the Summon Spirit* *spell, can be placed along with their homes anywhere the Referee desires.*

In all cases, remember spirits don't need to breathe or digest, don't age, and are immune to poison, etc. and cannot be mentally controlled with magic unless it is a spell specifically for controlling spirits.

They always have* True Seeing*, though they usually do not speak unless they have a power that requires speech (like* Ventriloquism* *or* Speak with Dead*) so they generally indicate danger by gesture.

1 MERCIFUL TWIN SPIRIT

This spirit is a sort of sacred twin or partial-conjoined-triplet to which local villagers pray—it has the red body of a female kijimuna along with half the body of a male of the same species protruding from its right side, with three right arms, two right legs, a tail, and rippling joints all along the whole. It is known for its empathy and wrestling skill.

HD 3
MORALE 10
SPEED 120' *~ground*
ATTACK +3 TO HIT, 1 ATTACK FOR 1D6 DAMAGE
SPECIAL *REMOVE FEAR*, *ESP* *~always on*
GRAPPLE *~+5 to rolls involving grappling*

2 CARVED BEAST SPIRIT OF THE MANGROVE SHRINE

This strange and formidable living statue seemingly carved from mangrove wood has the body of a standing gecko but the head of an eyeless boar. Locals consult it to speak to their ancestors for them.

HD 6
MORALE 10
SPEED 120' *~ground*
ATTACK +6 TO HIT,
2 ATTACKS PER ROUND FOR 3D6 DAMAGE
SPECIAL *COMMAND ~3 / day*
SPEAK WITH DEAD ~at will
PHANTASMAL FORCE ~at will, one at a time
DEFENSE VULNERABLE TO SILVER *~takes double damage*

3 SILENT STORM SPIRIT

This beneficial spirit takes the form of an immensely fat, bent cat with radiant green eyes. It is known to bless those engaged in ventures at sea that it deems noble.

HD 4
MORALE 10
SPEED 120' *~ground*
ATTACK +4 TO HIT, 1 ATTACK FOR 1D6 DAMAGE OR ELECTRICAL ATTACK *~ranged, 4D6 damage*
SPECIAL *BLESS ~3 / day*
SILENCE ~always on in 15' area
GRAPPLE *~+5 to rolls involving grappling*

4 SHRIEKING YOKAI OF THE RED SHRINE

This enigmatic spirit consists of only the abdomen and one single unnaturally-attentuated arm of a firefly woman, sheathed in ice. It screams when threatened but locals nearby make small sacrifices to it in exchange for aid.

HD 4
MORALE 10
SPEED 120' *~ground*
ATTACK 2 ATTACKS FOR 1D6 DAMAGE
COLD TOUCH: D6
SPECIAL TRANSMUTE ROCK TO MUD *~at will*
PSIONIC SCREAM *~auto hit in 30' radius area, 1D6 damage + victims must save or be Slowed*
SPEAK WITH DEAD ~at will
DEFENSE VULNERABLE TO WOOD *~takes double damage*

5 MASSACRE SPIRIT OF THE WHITE BANYAN

Something terrible happened near the White Banyan and the Massacre Spirit is what remains: a scaled kijimuna with solid white eyes and no mouth except a long, speaking slit across the belly of its jet-black skin. For a suitable sacrifice, it will translate for the dead.

HD 5
MORALE 10
SPEED 120' *~ground*
ATTACK +5 TO HIT, 1 ATTACK FOR 1D6 DAMAGE
SPECIAL REGENERATE *~regains 1D4HP a Round*
POLYMORPH OTHER ~on a successful hit
DARKNESS ~3 / day, *SPEAK WITH DEAD ~at will*
DEFENSE IMMUNE TO NORMAL WEAPONS

6 LYING SPIRIT OF THE SINKING CAVE

A horrible illusion-casting spirit consisting of two leech mouths at either end of a small (3') snakelike body with crawling legs and single unclean eye in the center.

HD 4
MORALE 10
SPEED 120' *~ground*
ATTACK +4 TO HIT, 1 ATTACK FOR 1D6 DAMAGE
SPECIAL *TRANSMUTE ROCK TO MUD ~at will*
PHANTASMAL FORCE ~at will, one at a time

7 GLASS FOXBAT SPIRIT

This strange transparent spirit walks on air, resembling a fox with batlike ears and hind legs and mouth where its forepaws should be. It understands and influences plants, stones, dirt, the living and the dead. Metal refuses to harm it.

HD 6
MORALE 10
SPEED 120' *~ground*
ATTACK 1 ATTACK FOR 1D6 DAMAGE
SPECIAL *PLANT GROWTH ~at will*
ESP ~always on
SLOW ~on a successful hit
SPEAK WITH DEAD ~at will
MOVE EARTH ~3 / day
DEFENSE DEFENSE IMMUNE TO METAL

8 TUMBLING MARSH SPIRIT

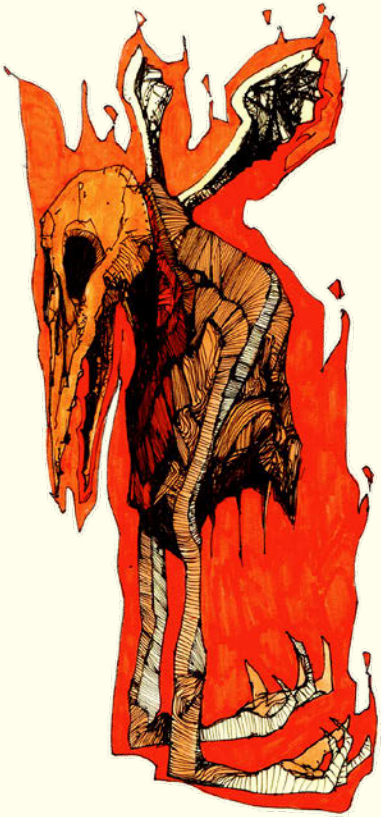
This mischievous spirit looks like a doughy, scaled child with a monkeys tail surmounted by a second head, both of which have solid blue eyes and hair. It wrestles swamp creatures and uses its abilities to control plants and people for its own amusement.

HD 6
MORALE 10
SPEED 120' *~ground*
ATTACK 1 ATTACK FOR 1D6 DAMAGE
SPECIAL GRAPPLE *~+5 to rolls involving grappling*
SUGGESTION ~at will, one at a time
PLANT GROWTH ~at will
SPEAK WITH DEAD ~at will
DEFENSE VULNERABLE TO BRONZE *~takes double damage*
VULNERABLE TO COLD *~takes double damage*

9 INVULNERABLE HUNTING SPIRIT

A wheel-shaped mandala of giant praying mantis torsos, bodies, arms and heads with glowing red eyes, propelled on spider legs. Its claws can paralysis or memory loss, and it swallows its enemies whole. They digest, confused and unmoving in its invulnerable stomach.

HD 8
MORALE 10
SPEED 120' *~ground*
ATTACK +8 TO HIT *~3 attacks for no damage*
PARALYSIS *~on a successful hit, lasts until target saves, re-save each round, or*
COMPLETE PERMANENT MEMORY LOSS *~on a successful hit, but no other damage, or*
SWALLOW WHOLE *~inside of body is same AC*
SPECIAL *TELEPORT ~at will*
IMMUNE TO NORMAL WEAPONS
IMMUNE TO MAGIC
INVISIBILITY TO UNDEAD ~always on



10 DROWNED MAN GHOST

This haunting spirit is all that is left of pirate tortured by his comrades and buried without respect. He manifests as a hovering, flickering man with a collar of his shipmates fingers forever around his neck, one huge bloodshot eye and the iron claw he had for a hand in life. He suffers continuously, but heals continuously as well, magic cannot harm him, but steel can. His voice seems to echo from every direction.

HD 4
MORALE 10
SPEED 120' *~ground*
ATTACK +6 TO HIT, 1 ATTACK FOR 1D8 DAMAGE
SPECIAL REGENERATE *~regains 1D4HP a round*
GLOBE OF INVULNERABILITY ~minor, follows spirit
PSIONIC SCREAM *~auto hit in 30' radius area, 1D6 damage + victims must save or be Slowed*
VENTRILOQUISM ~at will*
DEFENSE IMMUNE TO WOOD
VULNERABLE TO PHYSICAL ATTACKS *~takes double damage*

**described on pages 204 and 210*

TRAINING TABLES

BASIC MOVES

TWIN STRIKE

~D4HP+STR modifier damage to two adjacent opponents simultaneously. Roll once—if you hit the harder-to hit target, you hit both. If you fail, you hit neither

DROP STRIKE

~D4HP+STR modifier damage plus save or enemy falls prone or is knocked back 10 feet, attacker decides*

DISARMING STRIKE

~D4HP+STR modifier damage plus save or foe loses their weapon*

ENTANGLING STRIKE

~D4HP+STR modifier damage plus save or have a limb grabbed*

BEAR STRIKE

~requires two hands
~foe is grappled around the torso and must roll twice and pick the lowest on every action in their next turn

STUNNING STRIKE

~D4HP+STR modifier damage plus target must save or can only passively defend themself on their next action*

LEAP STRIKE

~D8HP+STR modifier damage and opponent is knocked prone or back 10 feet, the attacker cannot attack in the round after a leap strike unless they have more than one attack per round, in which case they have one less attack*

LUCKY STRIKE

~Pick a number 1-20, when your attack roll comes up as that number naturally on your to-hit roll in mêlée combat—even as a failure—the enemy must save or do one of the following things of your choice:
-fall prone,
-be disarmed,
-have a limb grabbed, or
-only be able to defend themself on their next action

DODGING STRIKE

~If an opponent attacks and misses you in mêlée combat, you may immediately make a free, extra, mêlée attack on them, outside the normal initiative sequence

SPRINGING STRIKE

~While prone, roll to hit with no penalty—if you succeed you are no longer prone and have hit an opponent nearby for D4HP+STR modifier damage

SEIZING HAND

~If an opponent attacks and misses you in mêlée combat, they must save or you can steal their weapon

**on a successful hit*

CHUZAN-TI STYLE ~ MID-ISLAND STYLE ~ ASSASSIN'S STYLE

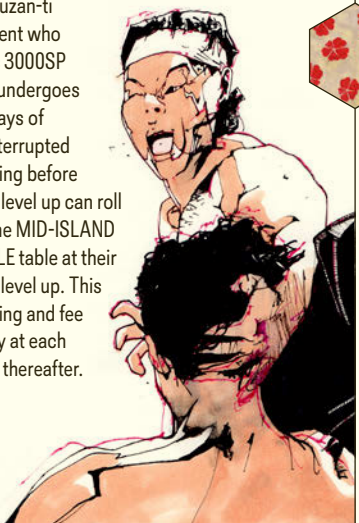
Approximately 80-100 members strong, Master May's fearsome school of the Chuzan-ti lies hidden deep in the central hills of the Awa Nikkan jungle.

The most dangerous of all martial arts, the Chuzan-ti style focus on attacking the humors and viscera of the enemy through compression, displacement, disruption, and leakage. The Chuzan-ti master concentrates upon defending the centerline of one's own body while attacking the target's. Each attack is designed to permanently disable or eliminate an opponent, as such this dojo seldom appears at competitions or demonstrations, as to demonstrate this style effectively means the loss of life; or at minimum, one of the body's senses—permanently. They also study the effects of toxins and neurotoxins on the body's fluids and organs which has lead to the development of a variety of poisons known only to practitioners of Chuzan-ti.

The Chuzan-ti dojo also provides antidotes for victims poisoned "impiously" (that is: by anyone but them). It is unknown how many poisons they possess, but if the antidote room is any indication, it is said to be lined with hundreds of vials, decanters, and vases.

To join the Chuzan-ti, a potential student must leave the dojo in a clean white silk gown at dusk and return before dawn with not a spot on the gown and holding a freshly severed head.

A Chuzan-ti student who pays 3000SP and undergoes 30 days of uninterrupted training before they level up can roll on the MID-ISLAND STYLE table at their next level up. This training and fee apply at each level thereafter.



1-4	TWIN STRIKE	35-45	LEAP STRIKE
5-15	DROP STRIKE	46-48	LUCKY STRIKE
16-20	DISARMING STRIKE	49-59	DODGING STRIKE
21-28	ENTANGLING STRIKE	60-61	SEIZING HAND
29-34	STUNNING STRIKE	62-64	SPRINGING STRIKE

65-66 ADAPTING STYLE
~Gain +2 to hit on your first attack with any improvised weapon due to surprise, yes you can just keep witching items each round and keep getting bonuses if you have a room full of junk.

65-74 *Pick one of the following weapon styles:*

SAI STYLE
~While wielding a pair of sai, 4HP+1+STR modifier HP and anyone who makes a mêlée attack on you and misses must save or lose their weapon. Creatures attacking with natural weapons (claws, fangs, etc) must save or lose the ability to attack with that weapon in the next round.*

TEKKO STYLE
~While wielding a pair of tekko, D4HP+1+STR modifier damage and you are +3 to hit.

ROPE DAGGER STYLE
~While wielding a rope dagger, a successful hit does 4+1+DEX modifier HP plus the opponent must save or have a limb entangled next round, plus a successful hit allows the attacker to pin an opponent as Twin Dagger style above.*

TWIN DAGGER STYLE
~While wielding two daggers, a successful hit from the first dagger allows for a second attack with the other, plus a successful hit gives the option to pin an opponent to a wall, ground, floor etc.—they take only 2HP+STR modifier damage but must spend an action next round freeing themselves.
~Each dagger does D4HP+1+STR modifier.
~If this is combined with Twin Strike, apply the Twin Strike rule first, then apply the Twin Dagger Style rule to any successful attack resulting.

75-77 POISON EXPERTISE
~You learn to safely make and handle poisons granting an extra D4HP of damage to any bladed weapon you handle. The poisons may be manufactured at a rate of one dose per 400SP.
~If you reroll this result, the damage is D6HP and the cost is 600SP per dose, if you reroll again it's D8HP at 800SP, etc. up to a maximum of D20HP per dose at 20,000SP.
~This skill also allows you to harvest the organs of poisonous creatures encountered to re-use their poison after they are dead and use it one time.)
~Note that poison expertise does not count as a weapon style and must be rolled randomly to be acquired—the dojo will not teach a PC to use poison unless they are sure the character is ready.

78-88 SEEKING NEEDLE
~D4+STR modifier damage and take an extra point of damage from every hit target takes from any source thereafter for the next hour

89-90 HALF-NIGHT TALON
~On a successful unarmed strike do 2HP damage and take one eye from a human-sized or smaller enemy*

91 +2 AC WHEN WEARING LEATHER ARMOR *or* LESS
~you can reroll this up to a max AC of 20

92 +1 STR 93 +1 CON 94-96 +1 DEX 97 +1 WIS
~if you reroll this result you can raise it again—to a maximum of 18

98-00 ANOTHER MÊLÉE ATTACK PER ROUND

**on a successful hit*

HOKUZAN-TI STYLE ~ NORTHERN STYLE ~ BEAST STYLE

Although 400 students a year train at the Hokuzan-ti dojo, it is rumored they have no master—save possibly the animals surrounding the coastal compound. Nevertheless this is the most traditionally Awa Nikkan dojo, and the one most beloved by the commoners and peasants. Students spend hours seeking and observing the creatures of the island, heading out on expeditions to hunt down wild beasts and taking them in by hand, and are frequently seen at the gambling pits, where they drink, bet, observe, and bring their own captured pets to do battle.

The Hokuzan-ti is the most democratic of schools and so there is no entrance test.

A Hokuzan-ti student who pays 1500SP and undergoes 30 days of uninterrupted training before they level up can roll on the NORTHERN STYLE table at their next level up. This training and fee apply at each level thereafter.

1-3	TWIN STRIKE
4-7	DROP STRIKE
8-14	DISARMING STRIKE
15-16	ENTANGLING STRIKE
17-19	BEAR STRIKE
20-22	STUNNING STRIKE
23-25	LEAP STRIKE
26-28	LUCKY STRIKE
29-39	DODGING STRIKE
40-42	SEIZING HAND
43-47	SPRINGING STRIKE
48-58	MONKEY WHEEL *~Move up to 15' in any direction—including climbing—after delivering a mêlée attack in addition to regular movement.* *~May be used to escape mêlée without being counterattacked.*
59-64	SCORPION TAIL KICK *~Deliver an extra kick attack for D4+STR modifier at any opponent in range while attacking a different opponent with hand-held weapons or hands.* *~The Scorpion Tail kick can also be delivered on anyone in range without penalty while grabbed, grappled, or prone.*
65-70	TUMBLING SERPENT'S COIL *~Simultaneously grab and pull an opponent prone on a successful hit roll. The attacker will end up on top of the target.*
71-75	TIGER GOUGE *~D4+STR modifier HP and* the target is blinded every round until they make a Constitution check vs a 15.*
76-80	DRUNKEN MANTIS RIOT *~Up to 5 mêlée opponents you can reach with your hands, feet or martial arts weapons within 10 feet must save or only passively defend themself on their next action—targets can also make a move action at normal speed.*
81-90	+2 AC WHEN WEARING LEATHER ARMOR *or* LESS *~you can reroll this up to a max AC of 20*
91-92	+1 STR
93-94	+1 CON
95-96	+1 DEX
97-98	+1 WIS
99-00	ANOTHER MÊLÉE ATTACK PER ROUND

~if you reroll this result you can raise it again—to a maximum of 18

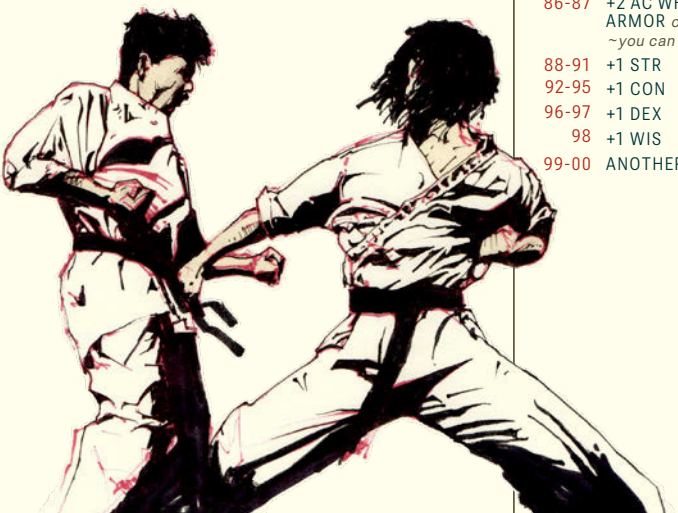
**on a successful hit*

Here, behind the walled compound of the 36 Families, chiropractor, calligrapher and drug addict Sensei Makimanato trains groups of poor farm boys to become palace guards, 2000SP at a time. The dojo also offers bone-setting and chiropractic services for a modest fee, and the motto carved over the training area gate reads "A broken bone heals stronger."

Anatomical knowledge is key as the students of Nanzan-ti specialize in immobilization and the knocking of opponents prone through the use of pressure points and joint manipulation; joint locks, dislocations, and breaking of the natural skeletal form of living creatures... those that have skeletal forms anyway—as well as in those weapons used for joint leverage, torque, or getting the practitioner within effective range. The Southern Style is known for its effective stopping power, but is seldom lethal. It is said that senior student Kenji once broke the arm of a one-eyed giant in an invitational competition on a neighboring island.

The master usually seeks out students on his own—though he has been known to be persuaded by suitably ambitious candidates.

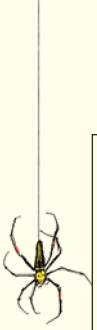
A Nanzan-ti student who pays 2000SP and undergoes 30 days of uninterrupted training before they level up can roll on the SOUTHERN STYLE table at their next level-up. If the student wished to progress, this training and fee apply at each level thereafter.



NANZAN-TI STYLE ~ SOUTHERN STYLE ~ SOLDIER STYLE

1-3	TWIN STRIKE
4-9	DROP STRIKE
10-15	DISARMING STRIKE
16-20	ENTANGLING STRIKE
21-29	BEAR STRIKE
30-39	STUNNING STRIKE
40-42	LEAP STRIKE
43-45	LUCKY STRIKE
46-49	DODGING STRIKE
50-55	SEIZING HAND
56-58	SPRINGING STRIKE
59-64	NUNCHAKU STYLE *~D4HP+1+STR modifier damage plus* target must save or can only passively defend themself on their next action.*
65-69	TONFA STYLE *~+2 AC while wielding a pair of tonfa.* *~The tonfa do D4HP+1+STR modifier.*
70-74	SAN SETSU KON STYLE *~+1 AC and to grappling attacks while using the San Setsu Kon. D4HP+1+STR modifier plus you may hit up to three adjacent opponents in a round so long as they are within 5'—roll separate attack for each.*
75-79	LONE DAGGER STYLE *~+1 AC while wielding only a dagger, plus a successful hit gives the option to pin an opponent to a wall, ground, floor etc.—they take only 2HP+STR modifier damage but must spend an action next round freeing themselves.* *~Dagger does D4HP+1+STR modifier.*
80-82	BONEBREAKER PALM *~D4HP+STR modifier and* opponent must save or be knocked back ten feet and save or be only able to passively defend themself on their next action.*
83-85	SHATTER KICK *~D4HP+STR modifier and* opponent must save or an arm or leg—attacker's choice—is useless. It remains useless each round until the target does save.*
86-87	+2 AC WHEN WEARING LEATHER ARMOR *or* LESS *~you can reroll this up to a max AC of 20*
88-91	+1 STR
92-95	+1 CON
96-97	+1 DEX
98	+1 WIS
	~if you reroll this result you can raise it again—to a maximum of 18
99-00	ANOTHER MÊLÉE ATTACK PER ROUND

**on a successful hit*



TRAINING FOR

TEMPLE STYLE

In addition to the dojos listed here, there is the form of combat informally known on Awa Nikko as "Temple Style" which is characteristic of traveling monks—especially from the mainland. It is not really a style in itself so much as a list the kinds of techniques most commonly used by these individuals. If PCs learn martial arts outside of one of the dojos described above (for example, as a reward for providing some service to a monk or martial arts master), then the Referee can assume they have learned some version of Temple Style and roll here when the PCs levels up.

1-10 TWIN STRIKE
11-20 DROP STRIKE
21-30 DISARMING STRIKE
31-35 ENTANGLING STRIKE
36-40 STUNNING STRIKE
41-45 LEAP STRIKE
46-55 DODGING STRIKE
56-65 SPRINGING STRIKE
66-75 STAFF STYLE
~+1 AC while wielding a staff. The staff does D4HP+STR modifier plus save or enemy falls prone.*
76-78 +2 AC WHEN WEARING LEATHER ARMOR *or* LESS
~you can reroll this up to a max AC of 20
79 +1 STR
80-82 +1 CON
83-85 +1 DEX
86-89 +1 WIS
~if you reroll this result you can raise it again—to a maximum of 18
90-91 ANOTHER MÊLÉE ATTACK PER ROUND
92 MONKEY WHEEL
~Move up to 15' in any direction—including climbing—after delivering a mêlée attack, so long as you haven't moved more than 30' already that round.
~May be used to escape mêlée without attack.
93 BONEBREAKER PALM
~D4HP+STR modifier damage and opponent must save or be knocked back ten feet and save or be only able to passively defend themself on their next action.*
94 SHATTER KICK
~D4HP+STR modifier damage and opponent must save or an arm or leg—attacker's choice—is useless. It remains useless each round until the target does save.*
95 SEEKING NEEDLE
~D4HP+STR modifier damage and take an extra point of damage from every hit target takes thereafter for the next hour
96 HALF-NIGHT TALON
~On a successful unarmed strike do 2HP and take one eye from a human-sized enemy.*
97 SCORPION TAIL KICK
~Deliver an extra kick attack for D4+STR modifier HP at any opponent in range while attacking a different opponent with hand-held weapons or hands.
~The Scorpion Tail kick can also be delivered to any target in range without penalty while grabbed, grappled, or prone.
98 TUMBLING SERPENT'S COIL
~Simultaneously grapple and pull an opponent prone on a successful hit roll. The attacker will end up on top of the target.
99 TIGER GOUGE
~D4HP+STR modifier damage and the target is blinded every round until they make a Constitution check vs a 15.*
00 DRUNKEN MANTIS RIOT
~Up to 5 mêlée opponents within 10 feet must save or only passively defend themself on their next action.

**on a successful hit*

WHITE DEER DOJO STYLE ~ ARCHER'S STYLE

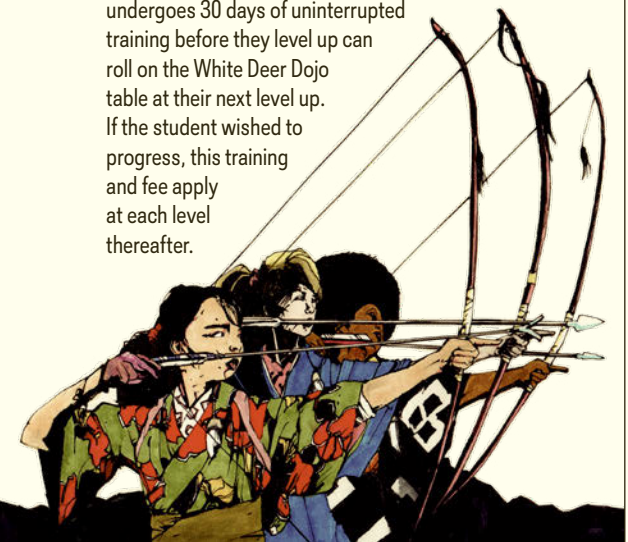
Located in a converted bullfighting ring and overseen by High Mistress Falling Star, this dojo is currently hosting 40 students from all over the world in the art of the long and short bow. Due to the diversity of their membership they are also mistresses of the art of translation. Upon passing rigorous tests of both archery and linguistics practitioners become "White Deer," a part of Awa Nikko's lower nobility, identified by a visible white deer tail worn somewhere on their person, equivalent in social weight to the silver hairpins worn by noble women of the kingdom.

The arts of personal security and alien languages are intimately intertwined in Awa Nikko, as the port island has seen diplomacy turn to war and back again too many times to count, thus White Deer often serve in The Collar as guards and interpreters by day and atop the walls at night. Individually they are strong, collectively they are terrifying. They allegedly will train men but thus far, no male has passed their exam for full membership.

To graduate as full members, an acolyte must land 10 shots into a human skull a dragons-length away before an arrow shot into the air hits the ground—at night.

White Deer hold the current record for bringing in the most tengu heads in a single day and can drink for free in The Collar until the record is broken.

Acceptance for training in the White Deer Way requires passing an archery test—taking three thrushes from the sky in less than 30 seconds (5 rounds). Afterwards a White Deer student who pays 2000SP and undergoes 30 days of uninterrupted training before they level up can roll on the White Deer Dojo table at their next level up. If the student wished to progress, this training and fee apply at each level thereafter.



1-2	DROP STRIKE
3	STUNNING STRIKE
4	LEAP STRIKE
5-6	DODGING STRIKE
7-30	TUMBLING CARP STYLE *~Move an extra 15' on your turn after shooting an arrow—including climbing—if the opponent was hit by surprise and you tumble into cover, they won't see you*
31-50	HUNTING EYE *~Taking a round to aim an arrow at a static target or one that does not know you are there grants a +5 to hit*
51-60	BUTTERFLY COLLECTOR *~arrow does D4 but foe is pinned to wall, ground, floor, etc. if that's physically possible and must spend an action to escape*
61-70	DEVIL'S NEEDLE TECHNIQUE *~an arrow does only D4HP but a hit lands in a specific body part: eye, ear, or hand (to disarm)*
71-77	FLYING FANG *~Shoot two arrows at once at up to two targets within half normal range or less. Roll once—treat each arrow as if it had just made that to-hit roll on its target. If you reroll Flying Fang when roll D100 for abilities, you can shoot more arrows at more targets, up to a max of 5. Cannot be combined with other techniques.*
78-84	HORNET SWARM *~Shoot an extra arrow per round with a short bow. Unlike the Flying Fang, this can be combined with other techniques—Hunting Eye, Devil's Needle, though not the Flying Fang)—If you reroll this result, you can shoot more arrows at more targets, up to a max of 5.*
85-93	+1 TO HIT WITH MISSILE WEAPONS *~You can re-roll this up to a max of +10 total (including all missile weapon modifiers).*
94	+2 AC WHEN WEARING LEATHER ARMOR *or* LESS *~you can reroll this up to a max AC of 20*
95	+1 STR
96-98	+1 DEX
99-00	+1 WIS

~if you reroll this result you can raise it again—to a maximum of 18

SPECIAL *~each time a PC rolls on the WHITE DEER table, they gain a point in Language skill, up to a maximum of 6.*

TREASURE TABLE D1000—

To generate a specific kind of treasure, roll below:

KEYS	~~~~~~~~~~~~~~>	D100	
DRUGS	~~~~~~~~~~~~~~>	D100+400	
MISCELLANEOUS MINOR ITEMS	~~~~~~~~~~~~~~>	D100+500	*~some magic*
POTIONS	~~~~~~~~~~~~~~>	D100+600	
RARE TEXTS	~~~~~~~~~~~~~~>	D100+700	
MAGIC WEAPONS & ARMOR	~~~~~~~~~~~~~~>	D100+800	
MISCELLANEOUS MAGIC ITEMS	~~~~~~~~~~~~~~>	D100+900	

Items with spell-like effects work as if cast by a 5th level caster.

1-100 KEYS

Roll D100 and have the player write the number down. Don't tell them this but that is the chance the key will open any ordinary lock in the nearest ordinary locked door. Once used, it won't work on any other door.

101-400 *Small items (gems, coins, jewelry) worth amount of SP equal to number just rolled*

401-500 DRUGS

As a pirate-riddled trading hub, The Collar provides an at-least temporary home to a large number of exotic intoxicants from all over the globe. Some of the more interesting and powerful ones are listed here.

Every drug matches the "Standard Drug" below except where otherwise noted.

STANDARD DRUG

NOTES *A common amusement among criminals, the unlucky, and the decadent, derived from a tropical plant.*

FORM *Inhalable powder*

EFFECT *Hallucinations and euphoria, roll effect each round:*

1. ATTACK NEAREST CREATURE, THINKING IT'S OUT TO GET YOU.
2. BABBLE ABOUT WHAT YOU'RE SEEING, YOU CAN DEFEND YOURSELF BUT TAKE NO OTHER ACTION.
3. FLEE FROM THE HORROR OF THE HALLUCINATION.
4. ACT NORMALLY.

DURATION *Save each round until you succeed—unless you don't want to, in which case it lasts an hour*

ADDICTION *Roll a 1 on any save and you are addicted and will want more after D6 hours. Failure to get another dose results in -1 to everything per hour clean until a dose is used.*

WITHDRAWAL *1 week clean required per dose used. During withdrawal, every task requires you roll twice and pick the lowest.*

AVAILABILITY *Succeed on a Charisma roll (10 or better) in a sketchy urban area (like The Collar) to find a supplier, then 500SP per dose.*

401-410 HARMONY GOLD

NOTES *A species of phosphorescent mushroom, beloved by kijimuna. They're happy to share, however, and consider refusal quite rude.*

FORM STANDARD

EFFECT *Euphoric disorientation (-1 to everything except initiative, which is +1), desire to create something (music, sculpture, poetry, etc.), and belief it is much better than it is, obsession with intellectual property rights*

DURATION STANDARD

ADDICTION STANDARD

WITHDRAWAL STANDARD

AVAILABILITY STANDARD

411-420 DOUBLE MORNING

NOTES *A thick, greenish fungal stimulant popular among tengu trying to stay awake on guard duty.*

FORM CHEWABLE WAD

EFFECT *Stimulant—subject can go two additional hours without sleep. Mild euphoria. Increased aggression (save to not attack strangers on sight).*

DURATION STANDARD

ADDICTION STANDARD

WITHDRAWAL STANDARD

AVAILABILITY STANDARD

421-425 ORQWITT

NOTES *Made from ground bone and leopard secretions by witches and medicine men. Considered sacred by the pious and a subject of philosophical speculation by the pretentious.*

FORM STANDARD

EFFECT *You see into another dimension, but it's a random dimension, you can't interact with anything in it, and you can't see what's going on in your own dimension—though you can hear and feel what's going on in your own. To an outside observer you just seem to be hallucinating—and it would be hard for you to prove them wrong.*

DURATION STANDARD

ADDICTION STANDARD

WITHDRAWAL STANDARD

AVAILABILITY STANDARD

426-430 MAJESTIC RIDLEÉ

NOTES *A mushroom product that grows on moist hillsides. Eaten in cheese and served at strange parties, especially in France.*
FORM STANDARD
EFFECT *Complete blindness combined with a desire to explore textures*
DURATION STANDARD
ADDICTION STANDARD
WITHDRAWAL STANDARD
AVAILABILITY STANDARD

431-435 COLDENCROWN

NOTES *A mushroom product, collected from under the earth. Popular among louts.*
FORM STANDARD
EFFECT *An amusing disorientation, mild hallucinations, and a desire to insult everyone you see*
DURATION STANDARD
ADDICTION STANDARD
WITHDRAWAL STANDARD
AVAILABILITY STANDARD

436-440 SPEAKING BROOK

NOTES STANDARD
FORM STANDARD
EFFECT *Pleasant spasms, plus inability to properly speak your own language. It will be someone else's language, however—but you won't know that, or know which. If someone who speaks other languages is present there is a 1% chance per language of it being one of those.*
DURATION STANDARD
ADDICTION STANDARD
WITHDRAWAL STANDARD
AVAILABILITY STANDARD

441-450 GLEAMING EEL WHITE

NOTES *Considered glamorous, a dubious status symbol in urban areas*
FORM STANDARD
EFFECT *A stimulant, +1 to initiative rolls but you can't shut up. Must save each round to not talk about something stupid.*
DURATION ONE HOUR
ADDICTION *Save after each use. Three failures indicate addiction.*
WITHDRAWAL STANDARD
AVAILABILITY *Succeed on a Charisma roll (target 10) in a sketchy urban area to find a supplier, then 1000SP per dose.*

451-455 AARCZYCK

NOTES *A horrible resin, popular in extreme climes among those without hope.*
FORM *Injected oil, no effect without a syringe*
EFFECT *A powerful euphoric daze, subject must save to do anything each round—including speak coherently.*
DURATION *One hour*
ADDICTION *Save after each use. Failure leads to addiction*
WITHDRAWAL *Save after effect wears off—any failed save equals addiction*
AVAILABILITY STANDARD

456-463 SISTER LEAF

NOTES *An inferior strain of leaf. Stigmatized only among the exceptionally pious or industrious.*
FORM *Smokable herb*
EFFECT *One hour of companionable, talkative indolence (-1 to anything) while smoking, followed by 6 hours of sleep that are as restful as 8 hours. A subject cut off in the middle of The Leaf Hour (as addicts call it) will be at -1 to everything for the next 2 hours and will not gain the desirable sleep effects.*
DURATION STANDARD
ADDICTION STANDARD
WITHDRAWAL STANDARD
AVAILABILITY STANDARD

464-465 COAST THREELEAF

NOTES *A prized substance among the indolent and wizards desirous of slumber.*
FORM *Smokable herb*
EFFECT *One hour of companionable, talkative indolence (-1 to anything) while smoking, followed by 4 hours of sleep that are as restful as 8 hours. A subject cut off in the middle of The Leaf Hour (as addicts call it) will be at -1 to everything for the next 2 hours and will not gain the desirable sleep effects.*
DURATION STANDARD
ADDICTION STANDARD
WITHDRAWAL STANDARD
AVAILABILITY *800SP per dose, only available in Monaco, by chance, or in large cities at 1000 per dose after a target 15 Charisma roll.*

466-470 WHITE LOTUS POWDER

NOTES STANDARD
FORM STANDARD
EFFECT *See all strange things as unremarkable. It's not that you don't notice them, you just don't see it as worth pointing out or acting on. Those afflicted don't respond to, say, noticing an ambush appropriately without prompting from allies, however it also allows an extra save against mind-affecting magic.*
DURATION STANDARD
ADDICTION STANDARD
WITHDRAWAL STANDARD
AVAILABILITY STANDARD

471-475 BLACK LOTUS POWDER

NOTES *Much-feared tool of assassins and a diversion of desperate souls.*
FORM STANDARD
EFFECT *Sleep immediately, with horrible dreams that rattle you and leave you needing to roll twice and pick the lowest on any task until the next time you have normal rest.*
DURATION *Save each round until you succeed to wake up—unless you don't want to, then you sleep 8 hours.*
ADDICTION STANDARD
WITHDRAWAL STANDARD
AVAILABILITY STANDARD

476-481 BLUE SHADE

NOTES *Extracted from an ultramarine mushroom. Associated with the lower classes but commonly used wherever its available.*
FORM STANDARD
EFFECT *Reduced anxiety, mild euphoria, inferiority complex along with a desire to apologize to everyone around*
DURATION STANDARD
ADDICTION STANDARD
WITHDRAWAL STANDARD
AVAILABILITY STANDARD

482-490 SECOND ECHO

NOTES STANDARD
FORM STANDARD
EFFECT *Euphoria, irresistible desire to copy the actions of the nearest creature*
DURATION STANDARD
ADDICTION STANDARD
WITHDRAWAL STANDARD
AVAILABILITY STANDARD

491-494 ICE GLASS

NOTES STANDARD
FORM STANDARD
EFFECT *Standard, plus chilling tactile hallucinations.*
DURATION STANDARD
ADDICTION STANDARD
WITHDRAWAL STANDARD
AVAILABILITY STANDARD

495-499 VIOLET LOTUS POWDER

NOTES *This disgusting fish-flake-textured and scablike extract of am Indonesian water-plant, it is passed off to the gullible as true Purple Lotus Powder.*
FORM STANDARD
EFFECT STANDARD
DURATION *Lasts 20 rounds no matter what*
ADDICTION *Save after effect wears off—any failed save equals addiction*
WITHDRAWAL STANDARD
AVAILABILITY STANDARD

500 PURPLE LOTUS POWDER

NOTES *Dwarfs were first to find the purple lotus, no-one knows why, as it seems to be a tropical plant.*
FORM STANDARD
EFFECT *See* Death Frost Doom *by* Lamentations of the Flame Princess. *If you don't have that, roll D4:*
1 Wildly positive effect (Referee's choice)
2 Mildly positive effect (Referee's choice)
3 Mildly negative effect (user's choice)
4 Wildly negative effect (Referee's choice)
DURATION
ADDICTION
WITHDRAWAL
~See Death Frost Doom, *otherwise treat as standard*
AVAILABILITY *Near impossible to find anywhere, rumors that some was seen in northern Europe some years ago.*

501-600 MISCELLANEOUS MINOR ITEMS *~some magic*

501-502 JAR OF MASSIVE FIREFLIES *~works like a torch.*

503-504 MAP SHOWING (ONLY) THE PATH FROM ONE OF THIS AREA'S EXITS TO THE CLOSEST OTHER EXIT

505 SILVER TANTO DAGGER.

506-507 GLOWSTONE *~Provides 5' of blue light when wet.*

508 2D20 PIECES OF HELL MONEY *~useless to humans but can be used to buy off minor spirits and demons. ~A creature usually will accept ten times their HD in Hell money to go away.*

509 TASKMASTER DUST *~2 doses. ~put it on yourself (first) and then someone else and you'll be able to copy their DEX for the rest of the day.*

510-511 TENGU CLOUD PUTTY *~fix any broken thing which uses gears with a tinkering roll.*

512 VIAL OF HALLUCINOGENIC SPORES *~4 doses ~Causes hallucinations in D4 targets until they save: Individual in a swamp-strips off armor to keep from sinking*

513 MAP OF THE PLACE WHERE THIS TEXT IS FOUND

514 SCROLL *~Accurate map to nearest feature of this area that the party has not discovered.*

515 SCROLL *~Nature manual ~if you read it, gain 2 skill point in Bushcraft next time you level up. ~works once*

516 SCROLL *~Sailing manual ~if you read it, gain 2 skill point in Sailing next time you level up. ~works once*

517 DRAFTS OF SEMI-LITERATE MARRIAGE PROPOSAL *~written by last intelligent creature PC's killed*

518 PANTHER'S TOOTH KNIFE

519 SKETCHES *~clearly from life and by a talented hand depicting daughter of a noble house in compromising positions.*

520 SCROLL *~Awa Nikkan History Scroll ~if you read it, gain 1 point of Intelligence next time you level up. ~works once*

521 KIJIMUNA WEBSTICK

522 D10 x 100 LIVING SNAILS WITH SPECIALLY-MADE SHELLS CAST FROM PURE SILVER *~worth 1SP ~Snails are sentient, communicate telepathically, and will beg PCs not to trade them away.*

523-525 PORTABLE LOCK (STRENGTH 17) *and* KEY.

526-530 D6 DAYS RATIONS *and* FRESH WATER

531-532 PARTIAL *and* CRAPPY MAP OF THIS AREA *~To simulate it, any player is allowed to look at the Referee's map for a number of seconds equal to their PC's Intelligence divided by 2.*

533 BAG OF FLOUR

534 BEAR TRAP

535 D4 VIALS OF ACID *~D8 damage to flesh*

536-37 BAG OF MARBLES

538 SMALL GLASS SPHERE FILLED WITH WATER *and* LODESTONE SHAVINGS. *~Works as a compass.*

539-540 TELESCOPE

541 CALTROPS *and* 700SP

542 JAR OF BLACK INK

543 SPARE SUIT OF LEATHER ARMOR

544 SPARE SUIT OF O-YOROI ARMOR

545 JAR OF ANGRY BEES

546 WAX SEAL OF THE TENGU KING *~tengu will obey any order written there if its sealed ~Enough wax for 2 impressions*

547 ALCHEMIST'S KIT

548-549 SEVERED HEAD *~nearest species besides this one*

550 CAT IN A BOX

551-561 BRICK OF SALT

562 BOX OF CHALKS

563 LOADED DICE

564 PLUM *~when eaten, allows consumer to cast* Command *once.*

565 CLOAK *~allows user to cast* Sanctuary *once / day*

566 VIAL CONTAINING FRESH HUMAN BLOOD

567 3.5 LITERS OF GLUE

568 RED BLOOD MIXTURE FOR COATING WEAPONS *~causes* Bone Curse* *in the target.*

569 VIAL OF HALLUCINOGENIC SPORES *~4 doses*
~Causes hallucinations in D4 targets until they save: Individual has shrunk-shouts for help to return to normal size.

570 GLOVES *~allow permanent* Resist Cold *effect.*

571 GLOVES *~allow permanent* Resist Fire *effect.*

572 RING WITH SPINNING BIRD ON DIAL *~Detects Evil.*

573-575 BLUISH POTION ~Purifies Food and Drink *~D4 doses.*

576-578 SILVER TOOTH *~automatically casts* Delay Poison *effect on wearer.*

579 ANESTHETIZED BATS HELD IN INDIVIDUAL BASEBALL-SIZED CHEESECLOTH NETS
~Throwing them with full strength will wake them up in midflight. ~They are bloodthirsty and will attack whatever they're thrown at. ~5HD total.

580 SMOKING TOBACCO *and* PIPE

581 BABY

582 10' OF CHAIN

583 PULLEY

584 100' OF STRING *and* A FISHHOOK

585 BAG OF LIVING WORMS

586-587 POISONER'S RING *~no poison inside right now.*

588 CRUMPLED MUSICAL COMPOSITION IN UNKNOWN NOTATION
~Any musician can roll an Intelligence check + (level divided by 3) to understand it.
~Playing it will require will require 8 hours of intensive study as well as modifications to any musical instruments present requiring 3 hours of peaceful, solitary work.
~The song, when finally played, will cause all intelligent creatures within hearing range to go "Wow. That's a song alright. I'm so glad we brought you down here."
~It resembles "Pop Goes The Weasel" in most important respects.

589-590 VIAL CONTAINING A FORM OF PERFECT GLUE *~Sets instantly and covers 1' square area.*

591 ANIMATED SEVERED HAND *~1HD ~Obeys whoever finds it.*

592 FANCY HINGED BOX
~Inside is an elaborately-wrought carved scalpel and illustrated instruction book (in a foreign tongue) in a velvet-lined case.
~The scalpel can be used to remove an eye from any creature (of roughly equal size) and insert it into another creature's head, enabling them to use any vision-related abilities or gaze attacks of that creature.
~The surgeon can't be either patient and must make a Dexterity roll.
~Rolling over DEX means the operation fails and causes D20HP damage.
~Rolling under causes D20 minus (number of points under DEX rolled) HP.
~Works once.
~Whenever the recipient of the new eye rolls a 1 it means the new eye has rebelled and will spend the next D4 rounds causing as much trouble as it can for the PC.

593 CLAW SHOES *~D4 on a kick ~advantage to climb checks*
~They have a hinged platform you can fold over to walk on floors.

594 FROST MASK
~This icy substance, when painted over a creature's eye will lighten and twist it into a shape which frightens fire. No flames, magical or otherwise will come within 5 feet of the creature.
~Lasts 1 day.
~3 doses.

595-596 WOODEN MASK WITH *CHANGE SELF* SPELL EFFECT *~effect once / day*

597 NULL PAINT
~This substance will only function if applied to living flesh. Any part of the body covered in this paint becomes nonreflective black and intangible.
~Weapons cannot be held in a painted hand, clothing cannot be worn over a painted body part (it will pass through), etc. If painted over sensory organs they become useless.
~If painted in a stripe pattern on the skin then items may be held or worn and 50% of all piercing or slashing attacks will pass harmlessly through the wearer. Lasts one day.

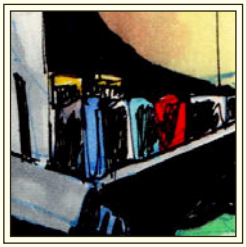
598-599 EATING BLUE FUNGI ALLOWS *SPEAK WITH PLANTS* EFFECT *~D4 doses.*

600 DIARY OF DEAD ADVENTURER DESCRIBING NEAREST / THIS DUNGEON IN SKETCHY DETAIL
~mostly worthless but has 2D20% chance of providing useful info on any thing in the area the PCs consult it about.
~However, once it works, that's it.

**described on p. 198*

601-700 POTIONS

601 D4 AQUA-GREEN POTIONS *~each heals D6*
602 ACID RESISTANCE POTION *~half damage lasts and hour*
603 AGING POTION *~double your age permanently*
604 DEEP SEA RUST FUNGI EXTRACT *~rusts what it touches beyond use. ~4D doses*
605 AMPUTATION POTION *~save or lose a random limb*
606-607 ANTIDOTE POTION *~cures any poison*
608 MOTTLED PURPLE FUNGUS TINCTURE *~causes sneezing that lasts 2 rounds. ~D6 doses*
609 BLINDNESS POTION *~save allowed ~lasts an hour*
610 CHARISMA POTION *~score: 18 lasts an hour*
611 CLAIRAUDIENCE POTION *~like* Clairvoyance *but lasts 10 minutes and you can only hear, not see*
612-614 COLD RESISTANCE POTION *~half damage lasts an hour*
615 CONSTITUTION POTION *~score:18 lasts an hour*
616 PINKING DRAUGHT *~You think it's exactly the potion you want but it isn't, the delusion lasts an hour*
617 DEXTERITY POTION *~score: 18 lasts an hour*
618 DISENCHANTMENT POTION *~makes a magic item nonmagic*
619 ELECTRICITY RESISTANCE POTION *~half damage lasts and hour*
620 ESP POTION *~as* Clairvoyance *spell, lasts ten minutes*
621-622 EXTRA EYE POTION *~rub it on and get an eye wherever you want, roll twice and pick the highest on rolls to notice visible things ~permanent*
623 POTION REINCARNATES YOU AS THE LAST THING UNDER 10HD THAT YOU KILLED.
624 FIRE BREATHING POTION *~save or take 3D6, lasts ten minutes*
625-626 INKY GLITTERDUST EXTRACT *~D6 doses ~not visible at more than 5' but provides just enough light to perform delicate tasks for 10 minutes.*
627-628 FROG TONGUE POTION *~you get a long sticky tongue, 6' ~forever*
629 FUMBLING POTION *~DEX 3 for an hour*
630 GROWTH POTION *~as* Enlargement *spell, ten minutes*
631-632 HEALING POTION *~D8+1 or removes a condition*
633-634 HEAT RESISTANCE POTION *~half damage from heat for an hour*
635 INFLATION POTION *~you're super-fat for an hour, you can be rolled around*
636 INFRAVISION POTION *~lasts a day*
637 INTELLIGENCE POTION *~Int 18, lasts a day*
638 *INVISIBILITY* POTION *~as the spell*
639-640 *INVISIBILITY TO DEMONS* POTION *~as the spell but only on demons*
641-642 PHOSPHORESCENT BALL POLYPORE *~glows like a torch, lasts 8 hours. ~D4 doses*
643-644 *INVISIBILITY TO REPTILES* POTION *~as the spell but only on reptiles*
645-646 *INVISIBILITY TO UNDEAD* POTION *~as the spell but only on undead*
647 INVULNERABILITY POTION *~lasts 5 rounds*
648 RHIZOMOUS SAC MOLD EXTRACT *~hallucinogen, as 6th level* Confusion *spell ~D4 doses*
649 LAUGHTER POTION *~save to get anything done each round except laugh, lasts 5 rounds*
650 LOOKS SIMILAR TO HEALING POTIONS BUT IT'S ACTUALLY A LOVE POTION *~Drink it and fall in love with whoever last wounded you.*
651 LOVE POTION *~lasts a day*
652 VIAL OF MIRROR WATER *~Anyone reflected in a puddle of mirror water must face the evil clones of themselves who crawl out of it.*
653 MADNESS POTION *~lasts a day, you can't do anything helpful to your allies*
654-655 *DETECT MAGIC* POTION *~as spell, lasts 10 minutes*
656 MUTENESS POTION *~lasts an hour*
657 OIL OF SHARPNESS *~put it on a weapon, it inflicts +5 damage*
658-659 OIL OF SLIPPERINESS *~perfect lubricant, permanent*
660 VIAL OF INFINITE WATER *~A puddle of infinite water is a shaft as deep as an ocean.*
661 OIL OF MOUTHS *~Rub it on anything and a mouth appears—you can now talk to that thing in the common tongue—even an inanimate object.*



662-663 PURIFIED HABU VENOM *~save or take D20HP ~1 dose*

664 *POLYMORPH* POTION *~as spell, lasts 10 minutes*

665 D6 VIALS OF HIGH LAKE WATER

666 PROPHECY POTION *~your eyes go milky and you deliver a fortune as if a* Shell Augury* *has been cast*

667 GREY MATTER POTION *~copies whatever liquid is poured in it, effectively doubling the number of doses.*

668 *PURIFY FOOD AND WATER* POTION *~as spell*

669 REGENERATION POTION *~regrow lost body parts and 3D6 damage*

670 REMOVE PARALYSIS POTION

671 SEE INVISIBLE POTION *~lasts an hour*

672-673 SHARK TEETH POTION *~inflict 2D6 on a bite, lasts a day*

674 VERMILION TOADSTOOL EXTRACT *~restores 1HP ~2D6 doses*

675 SHRINKING POTION *~as* Reduce *spell, lasts an hour*

676 LANGUAGE IN A BOTTLE *~Referee's choice which*

677 *SLEEP* POTION *~as spell cast by a 5th level Wizard*

678 OIL OF DISRUPTION *~Rub it on a weapon and it does triple damage to undead and acts as a magic weapon. ~Can kill a vampire. ~Lasts 5 rounds.*

679 *SLOW POTION* *~as spell, lasts 5 minutes*

680-681 *SPEAK WITH ANIMALS* POTION *~lasts an hour*

682-683 *SPEAK WITH DEAD* POTION *~lasts ten minutes*

684 BANDED BEETLE MILDEW *~burns like fire on skin for 2 rounds for D4HP damage / round. ~D6 doses*

685 *SPEAK WITH MONSTERS* POTION *~lasts ten minutes*

686-687 *SPEAK WITH PLANTS* POTION *~lasts a day*

688 SPEED POTION *~as* Haste, *lasts 5 minutes*

689 SPIKE POTION *~D8 doses*
~If rubbed on any part of the body (5 square inches), spikes made of fused bone and hardened flesh will form there. A successful strike with these spikes will cause 2 more damage than normal on a physical attack for 24 hours.

690 *STONE TO FLESH* POTION

691 STRENGTH POTION *~STR 18 lasts an hour*

692 OIL OF BRUTAL NOISE *~D6 doses*
~Anyone drinking this or stabbed with a blade coated in it becomes painfully sensitive to all sounds. ~Mechanics here are up to you.

693 *SUGGESTION* POTION *~as spell*

694 HEALING POTION *~D8HP but pictographic label says it requires a finger from a dead humanoid to become active.*

695 TONGUES POTION *~lasts ten minutes*

696 RAZOR POTION *~D4 doses*
~Drinking it and then spitting it out allows the imbiber to spit a cone-shaped "breath weapon" full of gnat-sized barbs which does 3D6 damage to exposed flesh.

697 CLARIFIED TENGU BLOOD *~Allows* Ventriloquism* *effect ~D4 doses*

698-699 *WATER BREATHING* POTION *~lasts 24 hours*

700 YOUTH POTION *~Become half your age permanently and begin aging at the normal rate from then on.*

**described on pages 202 and 210*

701-800 RARE TEXTS

701 *BOOK OF TEN THOUSAND FISTS ~Level up with this and do one higher die of damage on an unarmed strike.*

702 *THE OFFICES OF OOL ~Level up with this and learn ritual breathing methods that grant 50% immunity to magic cast by kijimuna.*

703 *THE NAGA-TA ~Allows anyone spending an hour to conjure a serpent-demon, otherwise as the* Summon *spell.*

704 *SCROLL OF UNUTTERABLE TEDIUM ~This scroll is so boring. Anyone reading it will fall asleep after a number of rounds equal to their Wisdom for D10 rounds. Reading aloud from the book will cause anyone hearing it and able to understand it to make a save or just walk out of hearing distance. If the reader pursues the fleeing creature and continues reading, the creature will be affected as with a* Sleep *spell (even kijimuna and elves). Anyone hearing or reading the book more than three times will attempt to destroy or discard it.*

705 *NAXYRITE CODEX ~Ancient middle-eastern text contains a six hour spell to change a vampire back into a human.*

706 *THE BOOK OF LEOPARDS ~Magic-Users leveling up with this can gain a* Command *spell (1 / day) that works on any ordinary animal or giant form of an ordinary animal, requiring no spell slot.*

707 *FIRE WHEEL* NEW SECOND LEVEL SPELL FOR MAGIC-USERS. *~A flaming hoop circles the caster for 10 minutes, inflicting D8+level damage on anyone within 5'.*

708 *THE JEWELED MOON SCROLL ~A spell of* Exorcism. *A Cleric or Yuta must plant their feet and chant the incantation in the demon's presence. Each round the demon must save, at the first round at -1, the second at -2, etc. so long as the priest chants from the book. Each successful usage has a 50% chance of destroying the book.*

709 *THE SCROLL OF IRON EYES ~Revered weaponsmithing manual. Level up with this and gain the ability to customize or forge a "perfect" steel weapon to fit a specific wielder. One weapon per client, takes three weeks. Weapon is not magic but +1 to hit and damage.*

710 *NASAKA AMM* SACRED TEXT OF A SPIDER-CULT *~Valuable beyond anything to spider cultists, they'll trade almost anything for it. Anyone else can level up with it and gain a* Web *or* Summon *(spider-demons only) spell that takes up no spell slot.*

711 *LABYRINTH OF THE PAVONATED GORGON ~Ritual in this book takes ten minutes and transports everything within a 10-foot radius to the Maze of the Blue Medusa (see the book of that name). It will also transport you back to wherever you cast it.*

712 *THE BOOK OF THE NIGHT PRINCES ~This sad tale induces uncontrollable weeping in any who hear it read aloud so long as they understand the language. Save each round to do anything but cry.*

713 *THE BRONZE VALLEY ~The sacred brands and strange tortures here take half and hour to inflict but will induce any creature to tell the truth.*

714 *GYTH ASCULUM ~Incantation here takes half and hour and turns any humanoid into a cannibal mermaid forever. Must be cast by a Magic-User but they can be any level. It works once, period.*

715 *THE BREATHING SCROLL ~A Cleric or Yuta may use it once per day to bless any weapon, so that it will damage lycanthropes, demons, and immaterial and otherwise protected undead—it will also do D6 extra damage. Lasts one day, takes 1 minute to cast.*

716 *THE REGISTRY INFERNAL ~Contains the true names of 70% of all demons.*

717 *GNYSIC GOSPELS ~Contains a minute-long incantation that banishes elementals within 30'. Requires no spell slot to use but must be cast by a spellcasting class.*

718 *HOURS OF THE MALACHITE DOG ~Contains a fifteen-minute spell which summons a massive storm which lasts 24 hours. Works once per month.*

719 *SCROLL OF AUTUMN MIST ~Ancient poetry collection worth D6 x 1000SP*

720 *CODEX OF IPTIS OS ~Cure any disease once per month by performing the half hour ceremony under a full moon.*

721 *CODEX OF OSPIS IPT ~Graft a dead limb onto a living host to replace a missing arm or leg. Takes 6 hours. The limb will work.*

722 *BOOK OF HADRU* TALE OF A MONKEY PRINCE WHO SOLVES PUZZLES *~Serendipitously contains clues to three conundra the reader may face ("As you look at the door, you remember reading in the* Book of Hadru...*"). It doesn't work unless the player brings it up. ~works three times, maximum, ever.*

723 *THE PAGODA IN WHITE ~Identify any disease in two minutes by consulting this book.*

724 *ORBIK HEKK ~Identify any harmful chemical in two minutes by consulting this western book.*

725 *THE VYRACOHEDRON ~Level up with this western book and be able to spot any portal or object that takes you to another dimension or extradimensional space.*

726 *THE BOOK OF THE BLACK CRANE ~Gain +1 Charisma after applying make-up by leveling up while in possession of this make-up manual.*

727 *THE THISTLE MANUAL ~Level up with this and be able to identify when and where any Kijimuna object was made.*

728 UNNAMED SCROLL ALLOWS FOR THE CREATION OF HYPNOTIC MUSICAL COMPOSITIONS SO LONG AS THE TARGET SPECIES IS KNOWN. *~Takes one hour to compose and the music must be played by a competent musician (though it can be on any ordinary instrument). So long as the music plays, members of the target species cannot move each round until they save. A new song must be composed after each full moon.*

729 *THE EIGHT MOUNTAINS OF BASHO* YOU'VE READ THE EIGHT MOUNTAINS! OH I ADORE BASHO! *~Leveling up with this book allows you to impress any educated aesthete not wholly hostile to you. Roll Charisma checks against them twice and pick the best result after you bring up the subject.*

730 *THE MEAD AND PENSVER GUYDE TO STRUCTYRES OF NOWTE ~Legendary western travel-writers provide the location of every large temple, palace, castle etc. in Asia except places the Referee has specifically decided are "forgotten." Also +2 to Architecture skill.*

731 *XIE HE'S LIVES OF THE PAINTERS ~Leveling up with this work gives the PC advantage to identify paintings and gives them enough information to get twice the usual SP value for selling paintings.*

732 *THE INCARNATIONS ~Allows the identification of statues—culture of origin, religion, etc. 90% accurate.*

733 *KAASINGHA L'EATTE* AN ALIEN GRIMOIRE OF SHADOW MAGIC *~Leveling up with this book in your possession allows a reader to consecrate a weapon to cut off and steal a victim's shadow in 3 minutes. The victim will have to roll twice and pick the worst result on all stealth rolls and the shadow can be folded into a 5" tall puppet which acts out the victims actions in real time wherever they are.*

734 *THE BOOK OF REMNANTS ~Leveling up with this minutely-detailed guide to costume and etiquette will allow anyone following its instructions to perfectly resemble a generic member of any social class of any culture (human or otherwise) on a successful Charisma check, at least as far as clothing is concerned. Assembling the outfit can take a while, depending on the culture.*

735 *MASTER WEI LIAO'S GUIDE TO SPECIAL JAPES ~These Chinese jokes are so funny the book was banned in its native land to prevent unnecessary deaths. Anyone leveling up with this book will know jokes appropriate to any intelligent nonhuman culture that inflict D12 damage on anyone of the given culture able to understand (so one joke would only work on kijimuna, one only on tengu, etc.). Only works once per individual.*

736 *SCROLL OF NINE WINDS ~This long incantation allows the caster to get out of one incident of bad weather free, once per sea journey. Anyone can cast it, takes three minutes.*

737 *BOOK OF BRASS WONDERS ~Level up with this book and do D20 damage to any machine or machine-creature with one successful tinkering roll. Works once per device.*

738 *BOOK OF THE BLUE VIZIER ~This foreign text allows the reader to identify any gem given half an hour.*

739 *GUIDE TO NEW ENGINES ~Level up with this and know weaknesses in siege engines and fortifications instantly.*

740 SCROLL CONTAINS A ONE-HOUR CEREMONY TO CONSECRATE AN OTHERWISE NON-MAGIC WEAPON TO ASSASSINATE A SPECIFIC TARGET. *~It will do double damage to that target. Only one such weapon can exist at a time.*

741 *THE AUTOMACHIA ~A foreign text ~build 1HD golem with the ablities of any 1HD animals after a week.*

742 *THE CHRYSANTHEMUM PALACE ~*EPIC POEM / BOTANY MANUAL ABOUT EVERY KIND OF FLOWERING PLANT. *~Level up while reading it to gain advantage on any Charisma check to seduce anyone who likes flowers.*

743 *THE SCROLL OF ENTWINING ~*THE NAMES *and* GENEALOGIES OF ALL SPIRITS IN AWA NIKKO. *~Probably useful somehow maybe? Luckily also a "Rosetta stone" book translating between spirit language and the language of rats.*

744 *THE GREEN OPUS ~Leveling up with this book allows the PC to know all the stats and abilities of any plant monster on a successful Int-modified roll of 10 or better.*

745 *THE GARDEN IN TIMES OF WICKEDNESS ~Gain the ability to heal 1HP of damage in a round without magic (works once per patient) and D4HP per day, if you level up with this book and keep a kit of prepared herbs when adventuring.*

746 *THE UNIVERSAL TASTER ~Following this guide's instructions allows the reader to concoct a meal that will attract and please any chosen species in half an hour using simple ingredients. It is also a complete guide to identifying the edible tissues of most species.*

747 *THE IMPERIAL CATALOGUE ~Aristocrats judge visitors harshly based on the wine they bring. Owners of this guide always bring the right one.*

748 *THEE ACCOUNTE OF CECIL THE SQUINTER ~Legendary foreign travel-writer provides the location of every extant inn in East Asia, with maps. Written thousands of years ago but drinking houses tend to stay put. Still 50% accurate.*

749 *THE INTOXICANTATIUM ~Learn the foreign spell,* Drunk Reversal*: switch blood alcohol levels of two targets in line of sight. 1st Level Magic-User.*

750 *THE MOUNTING TONGUE* *~Learn the secret calls that allow tengu to control giant toads, ladybugs, newts, etc. as easily as humans control horses.*

751 *SCROLL OF THE KNOWN HOOKS* *~Level up with it and know the historical means used to catch and eat any sea creature.*

752 *THE FIVE SPHERES* *~Level up with this mathematical text and you'll be at +1 to checks involving summoning, engineering and anything requiring calculations.*

753 *THE GATES OF THE SCORPION* *~Level up with this and you'll immediately recognize the nature of rooms / places with spatial distortions or altered physical laws—as soon as you mention to the Referee that you read it.*

754 *THE MISTRESS OF ALL CHANGES* SACRED TEXT OF CHAOTIC FORCES *~chaotic Clerics gain a random spell of a random level. Any other caster reading it in full will have two randomly-determined body parts switch places. ~works once*

755 *THE HOUSE UNCHANGING* *~Sacred text of divine law, lawful Clerics gain an extra* Command, Detect Lie, *or* Forbiddance *spell per day, and a level. Any other caster gains 1000XP. Works once.*

756 *THE DUNGEON MASTER'S GUIDE* *~Sacred text of an unknown faith, readers gain an extra* Bless, Dispel Magic, *or* True Seeing *spell per day, and a level. ~works once*

757 *THE IRON TOMB* SACRED TEXT OF THE FOREIGN GOD VORN *~see Vornheim: The Complete City Kit ~Clerics of Vorn gain an extra* Heroism, Control Weather *spell per day or the ability to rust metal with a touch, and a level. Any other caster gains 1000XP. ~works once*

758 *THE DEVOURMENT* SACRED TEXT OF RANGDA *~mostly pictographic ~worshipped in Bali ~Clerics who have spoken to her gain an extra* Web, Darkness, Silence *15' Radius, or* Cause Fear *spell per day, and a level. Any other caster gains 1000XP. ~works once*

759 *THE SIROCC* SACRED TEXT OF AKAYLE OZPH *~mostly an incomprehensible word collage, a cult from another dimension, clerics of Akayle Ozph gain a* Chaos *and* Confusion *spell once per day, and a level. Any other reader gains a permanent mental illness. ~works once*

760 *THE PALE EYE* SACRED TEXT OF THE WHITE-LIPPED GODDESS *~a western cult ~her clerics gain an extra* Howl of the Moon, Light, *or* Wall of Fog *spell once per day, and a level. Any other caster gains 1000XP. ~works once.*

761 *THE MAGGOTRY* SACRED TEXT OF THE GREAT GRUB *~a foreign faith, its clerics gain an extra* Cause Paralysis, *or* Confusion *spell once per day, and a level. Any other caster gains 1000XP. ~works once*

762 *THE SIGN OF THE LOCUST* SACRED TEXT OF THE INSECT GOD *~a foreign faith, its clerics gain an extra* Insect Plague *spell once per day, and a level. Any other caster gains 1000XP. ~works once*

763 *THE SUNDERED VEIL* SACRED TEXT OF THE SHE-JACKAL *~a foreign faith, her clerics gain an extra* Suggestion *or* Illusion *(any) spell once per day, and a level. Any other caster gains 1000XP. ~works once*

764 *OOADD NADAA* SACRED TEXT OF THE TOAD GODS *~mostly written in the form of musical scores, their clerics gain the ability to leap up to 30' and a 6' sticky tongue. Any other reader gains a horrible cosmetic mutation. ~works once*

765 *THE GRAY OPULENCE* *~Leveling up in the posession of this work of hedonistic / stoic philosophy inures a reader from fear. They are immune to fear of any kind.*

766 *THE BOOK OF ALL RESTRICTIONS* *~Text spelling out the etiquette of the spirit world. Allows +2 to Charisma rolls or other rolls involving appeasing spirits. ~works once*

767 *THE DIARIES OF THE SAGE IN WHITE SILK* *~Legendary and legendarily long-lived courtesan's memoirs contain blackmail material on 70% of Japan's noble houses.*

768 *THE MOST AUGUST ARMORY* *~Leveling up while in possession of this book allows for the construction of bizarre collapsing, custom telescoping anime-style chain weapons that do something normal weapons don't but ones in anime do. One can be constructed per year.*

769 *THE EIGHT CAMPAIGNS OF THE OBSIDIAN PLAIN* *~This classic work of strategy and history is viewed with a near superstitious awe by many generals and kings. They consider anyone who has read it and can quote it (i.e. anyone who's leveled up with it) to be a great military mind and will appoint them to lead squadrons and armies in times of need.*

770 *THE GUIDE TO THE WARRING LANDS OF THE WEST* *~A shockingly complete atlas and travel guide to central Europe including many secret details from other* Lotfp *modules, written ten years ago and still 90% accurate.*

771 *TALES OF THE GRASSHOPPER PRINCE* *~A poem describing the Celestial court of Heaven in embarassing detail. Celestial beings (including the Mist Woman) aware that you possess this book will avoid upsetting you—at least until they can steal or destroy it.*

772 *SONG OF THE SHEER SLOPE* *~A book of war magic which anyone can cast including 15 minute rituals that activate* Bless, Army of One, *and* Heroism *spells.*

773 *SONG OF THE MARBLE VEIN* *~A book of war magic only ever found written in Chinese which anyone can cast including 15 minute rituals that activate* Summon, Earthquake, *and* Wall of Ice *spells.*

774 *SONG OF THE JADE FANG* ~*A book of war magic which anyone can cast including 15 minute rituals that activate* Charm Monster, Shadow Monsters, *and* Witchlamp Aura *spells.*

775 *THE UNSEEN FORTRESS* ~*An account of a journey undertaken by a spice trader to take revenge on a zebra priest in central Africa. Includes details on geography and legends of the region—70% accurate.*

776 *VENERABLE GUIDE TO GUSTATION* ~*Cookbook allows for the extension of potions by cooking them into soups. With an oven and 5SP of ingredients, these soups can effectively double the number of doses a potion provides. Works once per potion.*

777 *THE ACCOUNT OF THE WOODPIG WAR* ~*A foreigner's account of the wars of unification on the mainland. Contains marginal notes by Roualt of Aquitaine proving the true shogun is not the man ruling from Edo.*

778 *THRONE OF THE SKY EATER* ~*Contains magic which turns one memorized* Summon *spell into three, without using extra slots. Works once.*

779 *GOSPEL OF SLIME* ~*Foreign sacred text of the Nephilidians, a distant nation of aquatic vampires in the dimension of Voivodja (see* A Red and Pleasant Land*). Any caster reading it gains 1000XP.*

780 *THE WRETCHED SWOON* ~*The great tengu epic poem.*
~*Reading even a page will drive any non-tengu permanently insane.*

781 *THE VYRADJA* ~*Foreign text of magic and philosophy. Any caster gains 1000XP if they spend a week reading it.*
~*works once per reader*

782 *THE RED PAGODA* ~*a description of the fiendish devices of the Seething Emperor. Leveling up while reading it allows the reader to roll twice and pick the highest on saving throws vs traps of all kinds.*

783 *THE GATES OF DISCORD* ~*A book of magic. 15 minute rituals anyone can perform activate* Weird Vortex, Chaos, Contact Outer Sphere, *and* Forget *spells.*

784 *SAGA OF VOVVYND SPAUL* ~*Foreign epic of wild heroism and vast exaggeration. Leveling up while owning it gives a smattering of heroic knowledge including +2 to hit on giants and giant-sized creatures.*

785 *THE LAST PEARL* ~*A book of naval war magic which anyone can cast including 15 minute rituals that activate* Speak With Plants, Water Breathing, Strange Waters II, *and* Airy Water *spells.*

786 *THE GREEN ISLAND BOOK* ~*A Magic-User who levels up with this spell can access D8 Yuta spell of a random level they can cast or vice versa.*

787 *A LOCATION VERMILLION AND DESIRABLE* ~*Lists the location of all mirrors in Awa Nikko as of last year.*

788 *THE WHITE SEASONS* ~*A book of the dead. Allows anyone to cast* Animate Dead *as if a 10th level caster.*

789 *THE TRUE CALLIGRAPHER* ~*Allows anyone spending 15 minutes to cast a spell someone present can already cast to be attached to a drawn, written or tattooed rune, and activate under conditions the caster describes.*

790 *THE NINE TINCTURES* ~*Level up with this manual of alchemy and you can duplicate any potion given an Int check and and hour. Works once per sample.*

791 *BOOK OF SCALES* ~*Everything you ever wanted to know about dragons, including the location, name, kind, disposition and age of the nearest one and the behaviors, garb and rituals of their worshippers.*

792 *KYR'ALEEN COMPENDIUM* ~*Level up with this book and you instantly know the characteristics of any invertebrate species you see, including how dangerous any poisons they have might be.*

793 *THE SCROLLS OF THE SIMURGH* ~*Level up with this and learn the language of birds.*

794 *THE HUNTER'S MANUAL* ~*Level up with this and get to roll twice and pick the highest to damage on any animal you can sneak attack.*

795 *A FOLIO OF FIENDS* ~*Describes every monster. Takes two minutes to consult. As accurate as any rules-as-written game book ever is.*

796 *THE FINFUL TEXT* ~*Decribes rituals and formulae which allow up to ten creatures to grow gills permanently. They can breathe water but will need to drink twice as much as normal when on land.*

797 *THE LAVENDER PEAR* ~*Decadent Kijimuna poem (as sung to-, and written down by-, a venerable yuta) also doubles as a drug guide, allowing those who level up while reading it to save at advantage versus intoxicants and hallucinatory effects.*

798 *THE POLYMORPHICA* ~*Contains a two-hour ritual which reverses polymorph.*

799 *THE SECOND PATH* ~*Anyone reading aloud from this book casts* Turn Undead *as a Cleric of their level.*

800 *WU'S GUIDE TO MECHANISMS* ~*+2 to Tinkering (one time bonus) if you own it while leveling up, allows the plus allows the user to open one non-magical lock that isn't supposed to be able to be unlocked with normal lockpicking skills.*

801-900 MAGIC WEAPONS & ARMOR

801 LOSER'S DAGGER ~*casts* Lose the Path *on anyone cut with it.*

802 IRON FIST GAUNTLET ~*Wearer's punch does D8+STR bonus. Only someone with a STR bonus can use it.*

803 SAI OF EYES
~*If a foe is slain with these sai and their eye is then impaled on the sai up to the hilt, then the wielder of these sai is able to make an attack as if they were that creature once per encounter—including spells or spell-like abilities, with the caveat that the sai must touch the target in order for the effect to work (the sai may be thrown).*
~*Up to two eyes can be used in this way—one per sai.*

804 HAMMER OF EXORCISM ~*Does D8 damage and drives out any demon possession.*
~*Does D12+ Cleric or Yuta level HP to demons.*

805 MOURNING BLADE ~*Katana does triple damage once per day to anyone crying.*

806 CONSECRATED DAGGER ~*advantage to hit and damage vs whatever humanoid species the nearest hostile humanoid species considers its enemy.*

807 INSIDIOUS SERPENT DAGGER
~*On a successful attack, this rope dagger transforms into a poison serpent (of the same length as the original weapon) under the wielder's command and remains so until the wielder wills otherwise.*
~*The serpent has the stats of a habu snake but is as strong as the wielder for purposes of grappling*
~*if "slain" the serpent merely turns back into a rope dagger for the next 10 minutes.*

808 NUNCHAKU OF RIDICULOUS WOUNDING
~*This magic weapon can hit gods, demons, etc. as a +6 weapon (to hit and damage), however a successful hit on an intelligent creature will strike the target as hilarious, causing them to laugh so hard their armor class is reduced by 1. Successive hits will seem even more hilarious, again reducing the target's AC by 1 for each hit.If the target survives the combat s/he / it will continue laughing for 8 more rounds.*
~*The user becomes increasingly grim and humorless. His / her / their Charisma is reduced by 1 for all purposes except intimidation checks for each foe slain with the nunchaku.*

809 LACHRYMAXE
~*This weapon appears to be merely a very ancient and finely-made war axe, however, it feeds on misery, and gains a +1 for each intelligent creature whose tears are rubbed onto the blade (up to a maximum of +5). Each application of tears must be from a different species.*
~*The Lachrymaxe is intelligent, though it will never engage in a duel of wills with its owner. It will, however, whisper to the wielder constantly, subtly encouraging him / her / them to slay, to conquer, and to tread the jeweled thrones of the Earth under his / her / their feet.*

810 HIDEOUS CLEAVER ~*Inflicts D12+STR damage at advantage to exposed flesh.*
~*Save each round to stop chopping living things.*

RUNIC ARROW	DART	CROSSBOW BOLT	SHURIKEN	DAGGER	KAMA	CALTROPS	EFFECT ~*works once*
811	820	852-853	870-871	~	~	~	~*inflicts 3D6 lightning damage*
812	821	838-839	872-873	874	~	881-882	~*causes enemy to act as Faerie Fired and fail all saves until removed*
813	822	840-841	856-857	~	~	~	~*sticks into anything (penetrates any AC) and powerfully magnetizes on contact, everything metal in 20' leaps toward target*
814	823	842-843	858-859	~	~	~	~*disintegrates metal on contact*
815	824	844-845	860-861	877	878	~	~*inflicts* Sleep *as 5th level caster*
816	825	846-847	862-863	~	~	883-884	~*covers enemy in paralyzing ice every round until the victim breaks out (STR roll)*
817	826	848-849	864-865	875	879	885-886	~*inflicts blindness every round until victim saves*
818	827	850-851	866-867	876	880	887-888	~*contains reservoir full of powerful intoxicant—target must save or be drunk*
819	828	854	868-869	~	~	~	~*teleports foe 10' in a random direction*

~*see facing page for* 829-837 *and* 855 ⇨

829 MURDEROUS HAIRPIN *~throwable weapon, +10 to hit, pins target to whatever surface they are closes to. ~Causes D20HP when removed. Works once.*

830 THREE BONE ROD *~Reputedly made from the bones of a young dragon, this san setsu kon is +2 to to hit and damage and can harm any creature, even those that are immaterial, in gaseous form, ethereal, immune to magic or blunt weapons.*

831 JADE MANTIS TONFA *~These pair of jade tonfa are carved in the shape of mantis claws. Anyone taking damage from them must save or take a tearing wound open which causes D6HP damage each round until magically healed or until the target lies perfectly still for at least 3 rounds. This only works once per target.*

832 DUAL TOOTH DAGGERS *~These twin daggers are carved from the teeth of a prehistoric tiger. Anyone struck by the second dagger before the first is removed must save or be paralyzed (no save) until both are removed.*

833 RAZOR WING *~The blade of this naginata is made from a young wyvern's wing somehow turned to steel. ~The wielder may roll twice and pick the best result when rolling to-hit, damage, and initiative against demons.*

834 STAFF OF HADRU *~This staff—carved by the adventuring monkey known as Hadru—allows the wielder to perform a variety of acrobatic feats. Anyone using it as a weapon is +2 Dexterity so long as it is being used to attack or defend and they may leap, slide, or tumble up to their entire normal movement speed. They also can move into combat and then, after a hand-to-hand attack is made, move up to 15' away in the same round.*

835 RETRIEVING FANG *~This magical kusarigama is +3 to hit and any time an enemy is successfully hit they must save or else the weapon steals an item of the user's choice from the target and delivers it to the wielder.* NOTE *an item alone may be targeted in this way if the wielder does not want to try to get through the enemy's armor—in such cases treat the target's Dexterity score as their armor class.*

836 SHELL & BITE *~This matched set of tinbe rochin—small shield and short spear—are made from the shell and bones of the ancient tortoise of the Sunken Marsh. When wielded together, anyone struck by the spear or who attacks in mêlée and misses is* Slowed *(as the opposite of the Haste spell) in the round thereafter and each round thereafter until they save vs magic.*

837 CURSED WEAPON *~roll D100+800 on this table and the item is cursed. The user must always use it all the time any battle whenever possible and it whispers for them to kill their companions. Save to avoid attacking them after any encounter where it is used. If you get a one-use item, re-roll.*

⇦ 838-854 *~see table on the opposite page*

855 BLACK WAKIZASHI ~Dispels Magic *on contact with magic effects.*

⇦ 856-888 *~see table on the opposite page*

889 SLICER *~Throwable shortsword on magic wire, the wire extends up to 100' but it always taut and inflicts D4HP on anyone who trips over it.*

890 TON-BYAN FABRIC ARMOR *~made using lost humanoid weaving technique, light as cloth robes but has AC 18.*

891 STEEL CYCLONE *~Strange chain weapon with a 10' chain, when swung it increases the user's AC by 2 and always entangles while doing (D8) damage. Instead of entangling, the user may choose to attack all targets in range for D6. Save to avoid leaping into swarms of enemies.*

892 MUTILATOR MAGIC TENGU WAKIZASHI *~does D6HP and trades current hit point totals with target.*

893 VORPAL KATANA *~Longsword inflicts D100HP and decapitation on a critical hit but this has a 50% chance of slicing open the fabric of reality and releasing D4 demons of 2D4HD.*

894 THE SKINTAKING BLADE *~This enormous nodachi—five feet in length—allows any wielder able to freely wield it (having at least 10' of space in every direction) to make an extra attack per round. In addition, this two-handed sword peels the skin away from any foe it successfully damages, inflicting an additional D8HP per round until magically healed or until the target lies perfectly still for at least 3 rounds.*

895 DESPISER *~Rope dagger coated in ancient blood, 2D12 damage to demons. ~Possessor must save to not attack them on sight.*

896 THE SERPENTINE *~Linked steel whip, inflicts D6HP and entangles a limb or weapon on a hit.*

897 KIJIMUNA WARMASK *~finely made: +1 AC*

898 GLASS TEKKO *~This pair of tekko are made of a magical glasslike substance sharp enough to cut anything. The wielder attacks creatures made of stone, metal, diamond and the like as if it were AC 15, and may cut through architecture made of such substances in a round with a successful roll modified by Strength. When attacking a target wearing armor, the wielder ignores any points of armor due to physical armor (i.e. not due to Dexterity or magic)*

899 SHOGUN'S TONGUE *~Wakizashi of polished horn does 3D6 damage to lawbreakers. Possessor must read the relevant local law aloud first.*

900 CHAOSSTAR *~Pulsating oversized misbegotten shuriken, when thrown does D20 damage to every creature in the room or (outside) within 50', including the user. Roll each creature individually.*

901-1000 MISCELLANEOUS MAGIC ITEMS

901 RING OF VOMITING *~save each round or vomit, losing one action*

902 DRUG CACHE *~Roll on DRUGS in the Treasure Table (this table, D100+400) ~20 dose*

903 PAIR OF 1' DIAMETER HOLES *~Put anything in one and it comes out the other.*

904 ORDINARY-LOOKING (BUT FRESH) APPLE *~Cures D8HP*

905 SPELL-REFLECTING RING *~works half the time, even on area-effect spells.*

906 CANDLE THAT STOPS BURNING ONLY WHEN UNDEAD ARE WITHIN 100'.

907 VIAL OF HALLUCINOGENIC SPORES *~4 doses*
~Causes hallucinations in D4 targets until they save: Associates are diseased-avoids everyone.

908 VIAL OF HALLUCINOGENIC SPORES *~4 doses*
~Causes hallucinations in D4 targets until they save: Leech on back-individual tears off anything worn on back and attacks it.

909 SCROLL: *STEAL SPELL* SPELL *~Any Magic-User can use it. Save or lose a spell to the caster (who may not be able to cast it).*

910 BILLIARD-BALL-SIZED SPHERE THAT, PLACED ANYWHERE, ROLLS TOWARD THE NEAREST UNSEEN ENEMY.
~Takes three rounds to activate.

911 GAUNTLET *~prevents curses so long as it is worn.*

912 VIAL OF HALLUCINOGENIC SPORES *~4 doses*
~Causes hallucinations in D4 targets until they save: Individual is HUUUGE, keeps trying to stomp everyone.

913 UNWINDING HOURGLASS *~turn it over and the last hour didn't happen. Works once.*

914-915 CHARM OF IMMUNITY ~Sleep

916-917 CHARM OF IMMUNITY *~1st level spells*

918-919 CHARM OF IMMUNITY *~2nd level spells*

920-921 CHARM OF IMMUNITY ~Polymorph

922-923 CHARM OF IMMUNITY ~Slow *or* Hold

924-925 CHARM OF IMMUNITY *~Mind-affecting magic*

926-927 CHARM OF IMMUNITY ~Death Spell

928 ASSASSIN'S FACE *~This mask allows the wearer to imitate the last humanoid creature they slew.*

929 SERPENTSPHERE *~Crushing this small glass ball turns everything snake-shaped in a 60' Radius into snakes: arrows, sticks, rods, etc.*

930 WEBGLOVE *~Throw a* Web-*spell, 3 / day.*

931 BROOCH OF PERFECT HAIR *~Wear it and your hair is always perfect.*

932 CLOAK OF OBSCURITY *~Animal-intelligence things ignore you, other creatures just don't care that you're there unless you're intruding or hostile.*

933 RED *and* GOLD HAT *and* GOLD HAIRPIN OF ROYAL CLASS *~will grant access past all guards anywhere in the Awa Nikko kingdom*

934 CLOAK OF TENTACLES *~D6 tentacles automatically come out and attack anyone who comes within 10'. D4 damage 12 STR. But if you sleep in it, it will kill you.*

935 RING ALLOWS ONE WEARER TO WALK THROUGH ONE WALL ONCE PER DAY.

936 PURPLE HAT *and* GOLD HAIRPIN OF SENIOR PALACE CLASS *~will grant access past all guards except those Inner Palace and Tamaudun*

937 AWAMORI OF ALTERNATE FRIENDLINESS *and* PUGNACITY *~2 bottles ~No save*
~Act as Charmed *by server, then attack, then* Charmed *again, alternating rounds for 12 rounds.*

938 YELLOW HAT *and* SILVER HAIRPIN OF ARISTOCRACY CLASS *~will grant access to most areas of the kingdom except Royal palace and Tamaudum*

939 KIJIMUNA BLOWGUN DART *~save or uncontrollable laughter for 1D4 rounds, target can only defend themself, not attack or move.*

940 KIJIMUNA BLOWGUN DART *~save or uncontrollable itching forcing character to scratch with both hands for 1D4 rounds*

941 KIJIMUNA BLOWGUN DART *~save or sensory shift causes target to see sounds and hear colors (Referee's choice) 1D4 rounds*

942 KIJIMUNA BLOWGUN DART *~save or target becomes obsessed with the immediate collecting of jungle flowers, for an hour they must save to do anything else.*

943 KIJIMUNA BLOWGUN DART *~save or blindness, causes character to lose sense of sight for 1 D4 rounds.*

944 KIJIMUNA BLOWGUN DART *~causes target to have an insatiable need to climb the nearest tree and remain there for 1D4 rounds. If the target goes 5 minutes without seeing a tree, the effect wears off.*

945-946 CHALK OF SEALING *~Drawing a protective perimeter with this chalk will prevent anyone inside from being seen or harmed in any way so long as they remain asleep. Enough chalk to draw one circle, 15' Radius.*

947-948 VIAL OF MULTICOLORED DUST *~When opened or shattered it creates a cloud filling about a refrigerator-sized area in mid-air. It lasts for 5 days. The mist affects any magic effect passing through it as follows, D4:*
1 disperses effect
2 redirects effect toward randomly determined other target
3 Wild magic effect, Referee's choice
4 Solidifies effect into a small mammal which drops immediately to the floor, where it sleeps for D4 hours.
The vial can be opened or broken in the middle of someone else's turn on a successful DEX check.

949-955 SCROLL: 1 SPELL *~Level D4, Random. Usable by anyone.*

956 D4 AQUA-GREEN POTIONS *~each heals D6HP*

957-958 A SMALL VIAL OF BLUE FORGETTNG DUST *~inhaling it causes the victim to forget the last hour.*

959-960 MUGWORT HERB *~gives an extra saving-throw against poisons and illnesses*

961-962 DROPPING THIS CUBE INTO A BODY OF WATER AT LEAST THE SIZE OF A BATHTUB WILL CAUSE A 60x60x60 AREA OF IT TO TURN INTO A JELLO-LIKE SUBSTANCE.
~No effect on the water inside living things but does Slow water-elemental monsters.

963 DEVICE THE SIZE OF A POCKET WATCH CONTAINING INLAID IMAGES OF CLOUDS, SUNS, ETC.
~capable of predicting the weather one day ahead of time.

964 PIRATE'S SLEEP STICKS *~Bundle of 5 poisoned incense sticks, 1 stick when burned continuously for 2 mins in enclosed, average-sized room or enclosure will cause all human-size or smaller creatures within 10 foot range to save or sleep each minute until they do save. This is a chemical effect, not magic. Creatures larger than human-sized get an extra save. Harming a sleeping victim will cause them to wake immediately.*

965 RING *~Invisibility to attractive people*

966 MAGIC-USER SCROLL: *STEAL FACE ~Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.*

967 A TENGU KEY THAT'LL LOCK ANY DOOR.

968-969 PAIR OF BEADS *~Crushing bead A will instantly bring crusher to the location of bead B.*

970 A FORM OF WAXY COSMETIC MADE FROM CRUSHED CARMINE BEETLES WHICH CAN BE APPLIED TO THE LIPS. *~Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for D4 rounds before disappearing.*

971 SCROLL: *RUST OBJECT ~3' x 3', patch becomes useless. Anyone can read it. Range: Touch*

972 MINERAL SALTS *~Adding these to a pool of water and bathing in it for 20 minutes heals 2HP of damage and grants spellcasters full rest.*

973-978 SCROLL: 1 SPELL. *~Level D8. Random. Usable by anyone.*

979-980 D4 MAGIC CIGARETTES *~Smoke is* Suggestion *spell*

981-982 D4 MAGIC CIGARETTES *~Smoke grants infravision*

983-984 D4 MAGIC CIGARETTES *~Looking through smoke reveals invisible*

985-986 D4 MAGIC CIGARETTES *~Blowing the smoke in someone's face acts as a* Stinking Cloud *on them alone.*

987 RED DARUMA CHARM *~Roll any single roll on a die one size larger (or smaller if low is good) once per day, up to D30 (or down to D4.)*

988 WHITE DARUMA CHARM *~Keeps one curse from affecting the wearer as long as it's worn.*

989 GOLD DARUMA CHARM *~Whenever you roll to see how many SP you win or find, roll twice and pick the highest once per day.*

990 BLACK DARUMA CHARM *~Re-roll any failed roll once per day.*

991 ORANGE DARUMA CHARM *~Gain a skill point in any skill.*

992 BLUE DARUMA CHARM *~Gain 500XP so long as it is worn.*

993 GREEN DARUMA CHARM *~Gain 4HP so long as it is worn.*

994 PURPLE DARUMA CHARM *~Gain 1 point in your best ability score (or second-best if it's already maxed out)*

995 PINK DARUMA CHARM *~Gain 1 point of Charisma while it's worn.*

996 SILVER DARUMA CHARM *~Appear to be of a nobler social status than you are.*

997 SET OF 5 RODS *~1 foot long*
~They will hang in space exactly where the owner sets them until they remove them with their own hand.

998 BLOOD COWRIES *~D20 Cowrie shells that have been soaked in a mixture of blood from various Nebulith creatures. Each shell will cast a 1D8 color of* Prismatic Spray *spell when thrown.*

999 MAGIC WARPAINT *~+2 hit and damage, -6 Wisdom. Lasts half an hour ~D4 doses*

1000 YELLOWISH GOO *~Purifies water, makes water elementals docile.*

AWA NIKKO PRICE LIST

All items from the standard Lamentations of the Flame Princess price list are available at the highest price listed

ANIMALS

ZUAKA AO BATO 100SP
Whistling Green Pigeon
~functions as a standard messenger pigeon, but messages may also be sung to it in the Kijimuna language which the pigeon will relay at its destination / target.
~The message may be understood by kijimuna or those fluent in Kijimuna: Awa Nikkan Rail / Yambaru Kuina, some White Deer Dojo members, the Kubasaki Dragon, Izumi the Seasnake Medusa or those using magic to translate / speak with animals.
~Zuaka Ao Bata can also mimic the sound of kaburi-ya, the whistling arrowhead.

SHIMA UMA *Island Horse* 75SP

BOONIE DOG *~untrained* 2SP

BOONIE DOG *~trained* 200SP

ARMOR

FULL MATCHED SAMURAI ARMOR 1000SP
~4 points of protection

INDIVIDUAL ARMOR PIECES 200SP
~1 point of protection (4 maximum when worn together)

HELMET 50SP
~1 point of protection plus +2 to physical saving throws

CONTAINERS

JAPANESE WOOD & ROPE PORTER'S BACKPACK 3SP

FISHERMAN'S WOVEN KNAPSACK 5CP

FIRECRACKERS

~these don't shoot like rockets but can make noise, act as signals, and start fires.

10 FIRECRACKERS 5SP

1 FIRECRACKER 8SP
with 1 minute delay

1 *very large* FIRECRACKER 10SP

1 *multi-colored spinning pinwheel* FOUNTAIN 5SP

1 *rope-traveling (100 feet) multi-colored, spinning, pinwheel* FOUNTAIN *with retort* 15SP

FOOD

DACHIBIN OF AWAMORI OR SAKE 5CP

UNINUTI 1SP
"ogre arm" sized flask of awamori

LODGING

Ryokan *Inn*

AVERAGE 5SP
~standard accommodation

SECURE 10SP
~will have hired security staff, referee choice

FANCY >25SP
~will have security staff, okami-san and general staff in kimono, fancy level food

EXTRAVAGANT >100SP
~will have "rich" level food, everything else listed under " Fancy" above and an onsen volcanic hot spring healing pool —D4HP per day on site

Minshuku *Inn*

POOR 1SP
~all villages of less than 1000 people will have Minshuku only, often a bedroom in a house.

MÊLÉE WEAPONS

SASUMATA 20SP
Mancatcher

Weapons, Great

TETSUBO 50SP 1D10
great club with metal studs

NAGINATA 30SP 1D10
Glaive / War scythe

Weapons, Medium

KATANA 50SP 1D8

Weapons, Small

WAKIZASHI 35SP 1D6

TINBE ROCHIN 10SP 1D6 +1AC
short spear & small shield

KUSARIGAMA 5SP 1D6
sickle attached to a weighted chain / rope

KAMA 3SP 1D6

Weapons, Minor

SAN SETSU KON 5SP 1D4
three-sectioned staff
~untrained

TONFA *~untrained* 3SP 1D4

NUNCHUKU *~untrained* 3SP 1D4

SAI *~untrained* 5SP 1D4

SHURIKEN 1SP 1D4

TEKKO 1SP 1D4
weaponized stirrups & horseshoes
~untrained

ALL WEAPONS IN BOONIE DOG'S SHANK SHACK 5SP
~except Wakizashi and special items

MISCELLANEOUS EQUIPMENT

CHOCHIN *paper lantern* 1CP
~Lit by one or more candles (purchased separately) may be carried or attached to staff, stick, pole, or polearm, function and price as a candle in LotFP terms with better wind, and rain protection; maybe collapsed and carried when not in use.
~Different color paper lanterns are often used for visual signaling or communication within the Nebulith, jungle and coasts.
~The most common form of night-light on Awa Nikko.

KIJIMUNA WEBSTICK 3SP *for staff* +BUSHCRAFT ROLL
~Some kijimuna wrap the ends of their staffs in giant half-moon spider webs, enabling all kinds of mischief.
~The kijimuna use these to pickpocket items, frustrate foes in mêlée combat (a successful hit is equivalent to having a limb grabbed with 15 Strength, though attacking this way does no damage), or swing through trees (a character leveling up while owning a webstick can use it to polevault twice their Dexterity score in feet or climb at double normal speed in environments where there is something for the stick to adhere to.
~Sticks go stale after one week.

RANGED WEAPONS

Yumi *Bows*

DAIKYU *longbow* 45SP

HANKYU *shortbow* 25SP

Ya *Arrows*

TOGARI-YA *pointed head* 1SP

WATAKUSI-YA *barbed head* 3SP

KARIMATA-YA 3SP
rope or vine cutting head

KABURI-YA *whistling head* 3SP

SHIPS

MERCHANT JUNK 135,000SP

ATAKEBUNE 185,000SP
~heavy warship

SEKI BUNI 165,000SP
~medium warship

KOBAYA 155,000SP
~light, rowed boarding ship

VEHICLE

AWA-NIKKAN PALAQUIN 75SP
~single passenger

ENCOUNTERS—NEBULITH

CENTRAL NEBULITH *~Inside / Outside*

For Central Nebulith encounters, roll D6 every ten minutes or whenever the party is noisy—

1-2 ROLL BELOW
3-6 NONE

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1 *inside:* CAVE WYVERN
outside: PTERODACTYL *~eating someone*
2 *inside:* CAVE WYVERN
outside: PTERODACTYL *~asleep in its lair*
3-6 *inside:* CAVE WYVERN
outside: PTERODACTYL *~hunting*
7 FIREFLY WOMAN
~lost, trying to get home to the lower cloud

MARBLED SWARM DEAD *~party has disturbed their tomb*
8 THREE 9 FOUR 10 FIVE
11 SIX 12 SEVEN

13-14 D4+2 MARBLED SWARM DEAD
~slain adventurers returning to life

CLOUDSCRAPERS LEVEL D6:
15 2 FIGHTERS, D4-1 THIEVES, 1 YUTA
16 2 FIGHTERS, D4-1 THIEVES, 1 WIZARD
17 2 FIGHTERS, D4-1 THIEVES, 1 CLERIC
18 3 FIGHTERS, D4-1 THIEVES, 1 YUTA
19 3 FIGHTERS, D4-1 THIEVES, 1 WIZARD

CLOUDSCRAPERS LEVEL D6:
20 3 FIGHTERS, D4-1 THIEVES, 1 CLERIC
21 4 FIGHTERS, D4-1 THIEVES, 1 YUTA
22 4 FIGHTERS, D4-1 THIEVES, 1 WIZARD
23 4 FIGHTERS, D4-1 THIEVES, 1 CLERIC

24-28 MIST PHANTOM *~doing god knows what*

BOONIE DOGS *~hungry and angry*
29 FOUR 30 FIVE 31 SIX

32 D4 MUTANT BOONIE DOGS *~hungry and angry*

HUNGRY CLOUD SLITHERS
33 THREE 34 FOUR 35 FIVE 36 SIX

37 GIANT BAT *~hunting*
38 TWO GIANT BATS *~hunting*
39 THREE GIANT BATS *~eating something*

GIANT BATS *~very lightly asleep, hanging from the ceiling*
40 FOUR 41 FIVE 42 SIX

43 WIZARD HAS TAKEN UP RESIDENCE IN THE CLOUD
~with D6 cloudscrapers and D4-2 Charmed *creatures ~roll on this table*
44 GIANT LADYBUG *~just wandering around*
45 GIANT HALF-MOON SPIDER *~in web, eating giant ladybug*
46 GIANT HALF-MOON SPIDER *~with web, waiting for prey*
47 SPIDER SWARM *~on the walls*
48-50 SPIDER SWARM *~hidden in fungi*
51 SPIDER SWARM *~devouring a corpse*

THE LOWER DEPTHS

For Lower Nebulith encounters, roll D6 every ten minutes or whenever the party is noisy—

1-2 ROLL BELOW
3-6 NONE

1-4 NUMBER OF LOST HUMANOIDS SHOWN ON DICE
5-8 NUMBER OF GIANT MILLIPEDES SHOWN ON DICE
9 ESCAPED HUMAN SLAVE
10 BLUE ONI *~disguised as escaped human slave*
11 CONFRONTATION *~roll twice on this table*
12 GETTING HUNGRY *~eat some rations*
13 GETTING THIRSTY *~drink some water*
14 TORCH *or* LANTERN GOES OUT

CLOUDSCRAPERS LEVEL D6+2:
15 2 FIGHTERS, D4-1 THIEVES, 1 YUTA
16 2 FIGHTERS, D4-1 THIEVES, 1 WIZARD
17 2 FIGHTERS, D4-1 THIEVES, 1 CLERIC

CLOUDSCRAPERS LEVEL D6+2:
18 3 FIGHTERS, D4-1 THIEVES, 1 YUTA
19 3 FIGHTERS, D4-1 THIEVES, 1 WIZARD
20 3 FIGHTERS, D4-1 THIEVES, 1 CLERIC

21 D4+2 MARBLED SWARM DEAD
~party has disturbed their tomb
22 D4+2 MARBLED SWARM DEAD
~dead slaves who despise the living
23 D4+2 MARBLED SWARM DEAD
~slain adventurers returning to life

24-33 D4 FIREFLY WOMEN
~looking for food while trying not to be eaten

34 D6 MANTIS PEOPLE *~fighting a party of tengu*
35 D6 MANTIS PEOPLE *~worshiping the insect gods*
36 D6 MANTIS PEOPLE *~putting heads on spikes*
37 D6 MANTIS PEOPLE *~chasing a party of cloudscrapers*
38 D6 MANTIS PEOPLE *~eating a firefly woman*
39-43 D6 MANTIS PEOPLE *~hunting*

UPPER REACH

There are no random encounters in the upper cloud—everything there happens for a reason.

52-53 A SPIRIT HAUNTS THIS AREA
~roll one on the SUMMON SPIRIT* *tables or use one of the existing spirits on the SOME SPIRITS ON AWA NIKKO table.*

54-61 VIOLET PALESNAIL *~hunting*

62 BLUE ONI *~disguised as lone survivor of a cloudscraper*

63 BLUE ONI *~traveling between Upper and Lower Cloud*

64 RED ONI *~traveling between Upper and Lower Cloud*

MANTIS PEOPLE *~hunting*

65 FOUR 65 FIVE 67 SIX

68 *Day:* THREE MANTIS PEOPLE
Night: MEGALOID *~hunting*

69 *Day:* ESCAPED PRISONER
Night: TWO MEGALOIDS *~hunting*

70 *Day:* CONFRONTATION *~roll twice*
Night: THREE MEGALOIDS *~hunting*

71 *Day:* LONE BOONIE DOG
Night: FOUR MEGALOIDS *~hunting*

72 *Day:* MIST PHANTOM
Night: FIVE MEGALOIDS *~hunting*

73 *Day:* MUTANT BOONIE DOG
Night: SIX MEGALOIDS *~hunting*

74 *Day:* THREE MANTIS PEOPLE
Night: TWO HELLBENDERS *~hunting*

75 *Day:* MONK *~trying to reach upper cloud*
Night: THREE HELLBENDERS *~hunting*

76 *Day:* SAGE *~studying cloud*
Night: FOUR HELLBENDERS *~hunting*

77 *Day:* 3 CLOUDSCRAPERS *~setting trap*
Night: FIVE HELLBENDERS *~hunting*

78 ESCAPED PRISONER

79 CONFRONTATION *~roll twice on this table*

80 ROLL ON Nebulith Obstacles & Oddities TABLE *~p. 256*

81 TORCH *or* LANTERN GOES OUT

82 YOU'RE HUNGRY *~eat rations*

83 YOU'RE THIRSTY *~drink water*

84 MIST PHANTOM *~caught in trap*

85 CLOUDSCRAPER *~caught in trap*

TENGU

86 ONE *~riding giant ladybug*

87 TWO *~on giant ladybugs*

88 THREE *~two on a giant ladybug*

89 ONE *~scouting the area*

90 TWO *~hunting*

91 THREE *~hunting*

92 FOUR *~hunting*

93 FIVE *~hunting*

94 FOUR *~eating prisoner*

95 FIVE *~eating prisoner*

96 THREE *~making noise or no reason*

97 FOUR *~torturing a prisoner*

98 FOUR *~setting a trap*

99 FOUR *~waiting in ambush around a trap*

00 FIVE *~taking slaves to the lower cloud*

44 D4 HELLBENDERS *~chasing megaloids*

45 D4 HELLBENDERS *~looking for an artifact*

46 D4 HELLBENDERS *~eating people*

47 D4 HELLBENDERS *~delivering souls to the Upper Cloud*

48 D4 HELLBENDERS *~with human slaves*

49 D4 HELLBENDERS *~heading to war with megaloids*

50 D4+1 HELLBENDERS *~on patrol*

51 D6 MEGALOIDS *~chasing hellbenders*

52 D6 MEGALOIDS *~looking for an artifact*

53 D6 MEGALOIDS *~eating people*

54 D6 MEGALOIDS *~digging a new tunnel*

55 D6 MEGALOIDS *~delivering souls to the Upper Cloud*

56 D6 MEGALOIDS *~with human slaves*

57 D6 MEGALOIDS *~heading to war with hellbenders*

58 D4+1 MEGALOIDS *~on patrol*

59 BLUE ONI *~purchasing souls from hellbenders*

60 RED ONI *~purchasing souls from megaloids*

61 SPECTRUM SPIDER *~outside megaloid lair*

62 SPECTRUM SPIDER *~outside hellbender lair*

63 SPECTRUM SPIDER *~outside firefly woman colony*

64-68 SPECTRUM SPIDER *~waiting to catch something in its web*

69-70 SPIDER-SWARM *~devouring a corpse, hidden in fungi, or just on the walls*

71 SWALLOWING DEMON *~taking prisoner to someone to sell*

72-80 SWALLOWING DEMON *~looking for prey*

81-82 UNDERMUTANT *~in the middle of eating someone*

83-90 UNDERMUTANT *~just weird and hungry*

91 D4 TENGU *~running from a swallowing demon*

92-93 D4+1 TENGU *~collecting weird fungi*

94-95 2D4 TENGU *~delivering human slaves to hellbenders*

96-97 2D4 TENGU *~delivering human slaves to megaloids*

98 CAVE WYVERN *~its nested unusually deep in the cloud*

99 D4+1 MEGALOIDS *~with a captured cave wyvern ~On patrol, heading to war with hellbenders, etc.*

00 THE HIDDEN KING
~with 2D4 megaloids, D8 giant millipedes, and D4 mantis people.
~Surveying his kingdom

ENCOUNTERS—AWA NIKKO

CIVILIAN *~along the coast and in the jungle*

1-2 HUNTER(S)
~looking for game ~D6

3 HUNTERS
~looking for a lost child, stolen horses, etc. ~D10+1

4-5 MERCHANTS
~selling jewelry ~D10 +D6 guards

6-7 SICHUAN CIRCUS
~including strongmen, jugglers and Bian Lian face-changers ~5+2D 10

8-9 TRAVELLING THEATRE COMPANY
~D20

10-11 CRIMINALS
~running from justice ~D6

12 ESCAPEES
~fleeing imprisonment by tengu ~D6

13-15 ESCAPEES
~just avoided being attacked by local carnivores. ~D6

16 ESCAPEES
~just avoided being sacrificed by nearby evil monks.

17-18 TRAVELERS
~moving to a new home in the mountains ~D4

19 CRAFTSMEN
~moving to take up a special position with an important patron ~D4

20-24 FISHING VILLAGERS
~heading to the sea ~D4

25-26 VILLAGERS
~looking for a lost friend.

27 CHINESE MERCHANTS *or* DIPLOMATS
~probably lost

28-29 VILLAGERS
~visiting friends / relatives in the mountains ~D4

30-31 MERCHANT
~selling spices

32-34 MERCHANT
~selling awamori rice and sugar cane distilled alcohol, ale, habu snake sake, and juices.

35-36 DAIMYO'S INSPECTOR
~heading to nearby area of concern.

37-38 TEA MERCHANT

39-40 MERCHANT
~selling armor

41-42 DAIMYO'S INSPECTOR
~heading back from nearby operation with D4 Fighter guards.

43-44 DAIMYO'S INSPECTOR
~heading to nearby area of concern. Retinue of 1+D4 1st level Fighters.

45 MERCHANT
~selling hats

46-48 MERCHANT
~selling a wide variety of goods

49-50 MUSICIAN
~headed to the nearest tavern. ~will sing a song about you for 50SP

51 WESTERN MERCHANTS *or* DIPLOMATS
~probably lost ~D8

52-53 SCHOLAR(S)
~on the way to the nearest center of learning ~D4

54 NATURALIST(S)
~studying local wildlife ~D4

55-59 TAX COLLECTOR
~on their route with D4 wardogs (as boonie dog).

60-63 KIJIMUMA HUNTERS
~looking for game ~D4

64-65 KIJIMUNA
~looking for a lost child, stolen item, etc. ~D10+1

66-67 STUDENTS FROM THE NEAREST OF THE 4 MAJOR DOJOS *~training 1+D4*

68-70 NOBLES
~on horseback hunting deer for sport ~D20

71-72 MERCHANT
~selling scrolls

73 NOBLE ESCAPEES
~from interfamily kidnapping ~D4

74 VILLAGER
~looking for a lost pet

75-78 YUTA
~collecting ingredients

79-81 YUTA
~performing obscure ritual errand (like dropping a blue leaf into a lagoon).

82-83 POET
~seeking isolation and inspiration.

84-85 MERCHANT
~selling various sweets and cookies ~D20

86 ESCAPEES
~from horrible pirates who kidnapped them for ransom ~D4

87-89 TATTOOIST
~moving their business to / from The Collar.

90-91 TRAVELLERS
~high on so many drugs (D6), hallucinating.

92-94 MERCHANTS
~from elsewhere in the Ryukyu islands selling a variety of goods.

95-97 JAPANESE MAINLAND MERCHANTS
~probably lost ~accompanied by D4-1 Fighters.

98-99 JAPANESE MAINLAND DIPLOMATS
~probably lost ~accompanied by D4 Samurai.

00 WORSHIPPERS
~heading to the nearest temple ~D12

COAST

For coastal encounters, roll D6 every hour while the party is moving and twice if they camp for the night—

1 ROLL BELOW
2-3 ROLL CIVILIAN ENCOUNTER
4-6 NONE

Any of these sea creatures encountered in normal circumstance will be hunting unless otherwise noted. If the party's on the coast and meets a large water creature, assume it's reaching up or leaping to attack.

1-6 GIANT EEL
6-11 GIANT FROG
12-15 *In water:* 2D4 SEASNAKES *On land:* YUTA *~looking for ingredients*

16-21 GIANT COCONUT CRAB
22-26 GIANT MOTH
27-28 A SPIRIT HAUNTS THIS AREA *~roll one on the* SUMMON SPIRIT* *table or use one of the existing spirits on the SOME SPIRITS ON AWA NIKKO table.*

29-31 GIANT OCTOPUS
32-36 REEF PICKER
37 PIRATE SHIP *~frigate-equivalent ship with full crew*
38 PIRATE SHIP *~corvette-equivalent ship with full crew*
39 PIRATE SHIP *~in trouble due to hitting a reef, dealing with a monster, or interdiction from samurai*

40-44 GIANT SEASNAKE
45-49 *In water:* SEABASTION *On land:* SAGE *~examining local wildlife*
~These encounters can be in a boat or not depending on circumstances
50-53 *In water:* D4 SEASNAKES *On land:* LONE CIVILIAN

WANDERING PIRATES LEVEL D6:

54 2 FIGHTERS, D4-1 THIEVES, 1 YUTA
55 2 FIGHTERS, D4-1 THIEVES, 1 WIZARD
56 2 FIGHTERS, D4-1 THIEVES, 1 CLERIC

57 3 FIGHTERS, D4-1 THIEVES, 1 YUTA
58 3 FIGHTERS, D4-1 THIEVES, 1 WIZARD
59 3 FIGHTERS, D4-1 THIEVES, 1 CLERIC

60 4 FIGHTERS, D4-1 THIEVES, 1 YUTA
61 4 FIGHTERS, D4-1 THIEVES, 1 WIZARD
62 4 FIGHTERS, D4-1 THIEVES, 1 CLERIC

63-66 D12 LOCAL VILLAGERS *~doing normal stuff ~1/4 are belligerent local toughs*
67-68 D6 SAMURAI *~hunting for pirates*
69 WIZARD *~being inscrutable in a boat*
70-74 GIANT TURTLE

75 SENTINEL HERON
76 TWO SENTINEL HERONS
77 THREE SENTINEL HERONS
78 FOUR SENTINEL HERONS
79 FIVE SENTINEL HERONS
80 SIX SENTINEL HERONS

81-85 *In water:* GARGANTUAN NINJA LANTERNSHARK *On land:* YUTA *~traveling to a sacred site*
86-91 *In water:* GOBLIN SHARK *On land:* WIZARD *~being inscrutable*
92-96 *In water:* SPOTTED STINGRAY *On land:* SMUGGLERS *~bringing in goods*

97 TWO KIJIMUNA *~diving for pearls*
98 THREE KIJIMUNA *~diving for pearls*
99 FOUR KIJIMUNA *~diving for pearls*

00 IZUMI THE SEASNAKE MEDUSA

COLLAR

For Collar encounters, roll D6 every hour—

1-2 ROLL BELOW
3-6 NONE

Encounters in The Collar aren't just everyone you might meet. It's a city overrun with people—they're encounters that are difficult to avoid

1-10 NUMBER OF BANDITS LYING IN AMBUSH SHOWN ON DICE
11 THREE BANDITS *~pretending to be drunks stumbling home*
12 THREE BANDITS *~actually drunk and stumbling home*
13 FOUR BANDITS *~Yelling stop! Two pretending to be victims of the other two*
14 STRAY ANGRY, HUNGRY BOONIE DOG *~2 in 6 chance of being a mutant*
15 TWO STRAY, HUNGRY BOONIE DOGS *~each have a 2 in 6 chance of being a mutant*
16 THREE STRAY, HUNGRY BOONIE DOGS *~each have a 2 in 6 chance of being a mutant*
17-19 SOMEONE *~wants to hire the party for a cloudscraping expedition to find a rare fungus*
20-21 A SAGE *~wants the party to accompany them into the cloud, acting as bodyguards*
22-25 SOMEONE *~wants to hire the party for a cloudscraping expedition to find a rare artifact*
26 SOMEONE *~wants to hire the party to rescue a lost friend from the cloud*
27-36 SOMEONE *~wants to hire one or more party members for the fighting pits*
37-39 BANDITS *~attacking someone, the victim will be grateful if you help*

A NOTABLE NPC HAS A PROPOSITION FOR THE PARTY:
~see pages 136-143

40 RED EYE REI
41 BROKEN STONE
42 FAT SPIDER
43 SOUR PEAR
44 SEVENTH SON
45 BOX TURTLE MASAYUKI
46 RARE PEARL RYOKO
47 CRANE'S DAUGHTER
48 STEEL TEETH
49 AREKUSU THE BOONIE
50 GRINNING TIGER
51 DEAD BLOSSOM TAKAKO

52 A KIJIMUNA HUNTER *~is looking for a friend lost in the Cloud*
53 A KIJIMUNA HUNTER *~is looking for a friend lost in The Collar*

GREEDY RIVAL CLOUDSCRAPERS LEVEL D6:

54 2 FIGHTERS, D4-1 THIEVES, 1 YUTA
55 2 FIGHTERS, D4-1 THIEVES, 1 WIZARD
56 2 FIGHTERS, D4-1 THIEVES, 1 CLERIC
57 3 FIGHTERS, D4-1 THIEVES, 1 YUTA
58 3 FIGHTERS, D4-1 THIEVES, 1 WIZARD
59 3 FIGHTERS, D4-1 THIEVES, 1 CLERIC
60 4 FIGHTERS, D4-1 THIEVES, 1 YUTA
61 4 FIGHTERS, D4-1 THIEVES, 1 WIZARD
62 4 FIGHTERS, D4-1 THIEVES, 1 CLERIC

63 A LOCAL TOUGH *~drunk and belligerent*
64 TWO LOCAL TOUGHS *~want to challenge your karate*
65 THREE LOCAL TOUGHS *~pushing around anyone who comes past*
66 MONK *~looking for a fellow monk lost in The Collar*
67 MONK *~looking for a fellow monk lost in the Cloud*
68 MONK *~looking for something stolen from their temple*
69 NINJA SPY *~disguised as a flirtatious local*
70 TWO NINJA SPIES *~disguised as merchants seeking rare fungi*
71 THREE DRUNKEN PIRATES *~looking for a fight*
72 FOUR PIRATES *~seeking to kidnap PCs and press them into service on their ship*
73 PIRATE
74 PIRATE CAPTAIN *~looking for help with a mission on the coast*
75 YUTA *~offering to sell fortunes or charms at exorbitant prices*
76 YUTA *~asking for help finding an important substance in the cloud*
77 YUTA *~asking for help reaching an specially sacred subformation in the cloud*
78 POET *or* PAINTER *~would like to be escorted to an especially scenic spot in the cloud*
79 SAMURAI *~looking for bandit or horse thief*
80 THREE SAMURAI *~looking for alleged murderer*
81 SIX SAMURAI *~looking for notorious pirate*
82 TEN SAMURAI *~looking for notorious pirate*
83 SAGE *~with a rumor of an unusual phenomenon in the cloud*
84 SAGE *~drunk and wanting to explain his idea to someone*
85 SAGE *~seeking someone to accompany him into the jungle on a scholarly expedition*
86 RONIN *~drinking and looking for a fight*
87 THREE RONIN *~conspiring to overthrow Lord Falling Wave*
88 FOUR RONIN *~conspiring to overthrow Lord Falling Wave*
89 RONIN *and* SAMURAI *~about to fight a duel*
90 TWO BANDITS *~with four trained boonie dogs ~trying to chase and rob PCs*
91 THREE BANDITS *~with three trained boonie dogs ~trying to chase and rob PCs*
92 LITTLE GIRL *~Level 2 Specialist ~pretending to be lost, working with 2 bandits*
93 THREE TENGU *~playing dangerous practical jokes*
94 FOUR TENGU *~eager to kidnap and enslave*
95 TWO TENGU *~disguised as one man in a long robe*
96 WIZARD *~seeking to kidnap a sacrifice victim*
97 WIZARD *~seeking a rare substance available only in the jungle*
98 WIZARD *~seeking a rare substance from the seacoast*
99 WIZARD *~seeking to slay a rival wizard in The Collar*
00 WIZARD *~seeking to slay a rival wizard in the Cloud*

JUNGLE

For jungle encounters, roll D6 every hour and twice if they camp for the night—

1-2 ROLL BELOW
3-6 NONE

Most jungle animals will be (roll D6)

1-4 HUNTING
5 EATING SOMETHING
6 SLEEPING

1-6 NUMBER OF BANDITS LYING IN AMBUSH SHOWN ON DICE
7 THREE GIANT CATERPILLARS
8 FOUR GIANT CATERPILLARS
9 FIVE GIANT CATERPILLARS

10-11 A SPIRIT HAUNTS THIS AREA *~roll one on the Summon Spirit* table or use one of the existing spirits on the Some Spirits on Awa Nikko table.*

12-13 D12 LOCAL VILLAGERS, *~doing normal stuff ~1/4 are belligerent local toughs though*
14-15 2D4 KIJIMUNA *~hunting*

16-17 GIANT COCONUT CRAB
18-19 PTERODACTYL

20 THREE BOONIE DOGS
21 FOUR BOONIE DOGS
22 MUTANT BOONIE DOG
23 TWO MUTANT BOONIE DOGS
24 THREE MUTANT BOONIE DOGS

25-27 GIANT FROG
28 TWO GIANT FROGS

29 AWA NIKKO RAIL
30-31 GIANT TURTLE
32 D10+10 TRAVELING SAMURAI *~mounted*
33 SAGE *~examining wildlife*
34-36 GIANT GECKO

37 GIANT BAT
38 TWO GIANT BATS
39 THREE GIANT BATS
40 FOUR GIANT BATS

41-43 HABU SNAKE
44 NEST OF D20 HABU SNAKES

45 D4 SENTINEL HERONS
46 SPIDER SWARM

47 PRIEST *~with escort of D4 local toughs*
48 D4 SUSPICIOUS SAMURAI
49 D4 SUSPICIOUS KARATE MASTERS

50 YOU'RE HUNGRY *~time for a meal*

51 LEOPARD CAT *~hunting*
52-53 LEOPARD CAT *~spying for a yuta nearby*

GREEDY RIVAL ADVENTURERS LEVEL D6:
54 2 FIGHTERS, D4-1 SPECIALISTS, 1 YUTA
55 2 FIGHTERS, D4-1 SPECIALISTS, 1 WIZARD
56 2 FIGHTERS, D4-1 SPECIALISTS, 1 CLERIC

57 3 FIGHTERS, D4-1 SPECIALISTS, 1 YUTA
58 3 FIGHTERS, D4-1 SPECIALISTS, 1 WIZARD
59 3 FIGHTERS, D4-1 SPECIALISTS, 1 CLERIC

60 4 FIGHTERS, D4-1 SPECIALISTS, 1 YUTA
61 4 FIGHTERS, D4-1 SPECIALISTS, 1 WIZARD
62 4 FIGHTERS, D4-1 SPECIALISTS, 1 CLERIC

63 THREE GIANT MILLIPEDES
64 FOUR GIANT MILLIPEDES
65 FIVE GIANT MILLIPEDES
66 SIX GIANT MILLIPEDES

67-69 D6 TRAVELING MONKS
70 IT'S HOT *~drink some water*
71 D6 TRAVELING NINJA SPIES *~trying not to be seen ~re-roll 5's, they never travel in groups of 5*

72-73 GIANT MOTH
74-76 GIANT SWORD-TAILED NEWT
77 NINJA SPY *~trying not to be noticed*
78-80 D20 GOBLIN OWLS
81 2D6 PIRATES

82 BLUE ONI *~disguised as a humble traveler*

84 TWO THIRTY-EYED PEACOCKS
85 THIRTY-EYED PEACOCK

86-88 GIANT HALF-MOON SPIDER

89 FOUR TENGU *~on giant ladybugs*
90 FIVE TENGU *~one on giant ladybug*
91 THREE TENGU *~one on giant ladybug*

92-93 GIANT TURTLE

95 YUTA *~collecting ingredients*
96 YUTA *~meditating*
97 D4 YUTA *~consulting the spirits*
98 D4 TRAVELING YUTA

99 WIZARD *~mounted*
00 WIZARD

岩雲

惠華